
Subject: Renegade 2 Model

Posted by [Poskov](#) on Wed, 16 Apr 2008 22:34:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

would someone make my rhino tank have moving tracks and fix the decals?

I've done all I can; applying the tread and decal materials.

File Attachments

1) [gmax.zip](#), downloaded 151 times

2) [tex2.zip](#), downloaded 158 times

Subject: Re: Renegade 2 Model

Posted by [rrutk](#) on Thu, 17 Apr 2008 02:39:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

i have completely fixed all ren2-vehicles, e.g. animated kirov, and will release the mod next time.

last thing is to re-texture the apoc

Subject: Re: Renegade 2 Model

Posted by [Poskov](#) on Thu, 17 Apr 2008 20:37:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

so you're not going to fix this rhino?

Subject: Re: Renegade 2 Model

Posted by [rrutk](#) on Thu, 17 Apr 2008 21:27:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

as I wrote: i have fixed all the ren2-vehicles. I will give it to the public as soon as possible. this includes the rhino.
