
Subject: New GDI Advanced Guard Tower
Posted by [Scrin](#) on Fri, 15 May 2009 06:06:25 GMT
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sup dudes, here i want to release my first build of AGT...
credits: Me and DieHardNL ()

(put all files in data-->replace)

File Attachments

1) [Niko+Marky gdi agt.zip](#), downloaded 351 times

Subject: Re: New GDI Advanced Guard Tower
Posted by [Tupolev TU-95 Bear](#) on Fri, 15 May 2009 06:15:44 GMT
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nice to release ur projects

Subject: Re: New GDI Advanced Guard Tower
Posted by [Xena](#) on Fri, 15 May 2009 06:17:40 GMT
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I'd like to see a ss before I check it out

Subject: Re: New GDI Advanced Guard Tower
Posted by [Goztow](#) on Fri, 15 May 2009 06:57:52 GMT
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Can anyone explain me why the agt would need such a huge antenna next to it? :-S

From an artistic point of view, it looks quite nice. But it doesn't really make sense to me.

Subject: Re: New GDI Advanced Guard Tower
Posted by [Scrin](#) on Fri, 15 May 2009 07:01:45 GMT
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Goztow wrote on Fri, 15 May 2009 01:57 Can anyone explain me why the agt would need such a huge antenna next to it? :-S

From an artistic point of view, it looks quite nice. But it doesn't really make sense to me.
you talked about westwood's original agt or what?

Subject: Re: New GDI Advanced Guard Tower
Posted by [Goztow](#) on Fri, 15 May 2009 07:11:59 GMT
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No, I was talking from a technical point of view. But apparantly it made sense to Westwood .

Subject: Re: New GDI Advanced Guard Tower
Posted by [Scrin](#) on Fri, 15 May 2009 07:38:10 GMT
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Goztow wrote on Fri, 15 May 2009 02:11No, I was talking from a technical point of view. But apparantly it made sense to Westwood .
hmm ok, but you know, when AGT is launch heat rocket from the top, its came out from nothing... now i been working with model to create something like mammoth tank's tusk (rocket launcher aggregate)

Subject: Re: New GDI Advanced Guard Tower
Posted by [Di3HardNL](#) on Fri, 15 May 2009 08:27:22 GMT
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Yeah this is with the smoke. I never had this version yet

Subject: Re: New GDI Advanced Guard Tower
Posted by [Xena](#) on Fri, 15 May 2009 08:42:33 GMT
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does it have a damage model now? because at di3's agt with antenna if the agt died it would still look fixed.

Subject: Re: New GDI Advanced Guard Tower
Posted by [Dover](#) on Fri, 15 May 2009 08:42:41 GMT
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It's a bit much. Way too shiny.

Subject: Re: New GDI Advanced Guard Tower
Posted by [Di3HardNL](#) on Fri, 15 May 2009 08:50:02 GMT
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Xena wrote on Fri, 15 May 2009 03:42does it have a damage model now? because at di3's agt with antenna if the agt died it would still look fixed.

No, but I could make it when you destroy the AGT the flashlights will go out and I could give the pillar a darker texturee. But i might be to lazy for that since this is a very old project

Subject: Re: New GDI Advanced Guard Tower
Posted by [Scrin](#) on Fri, 15 May 2009 10:11:35 GMT
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Di3HardNL wrote on Fri, 15 May 2009 03:50Xena wrote on Fri, 15 May 2009 03:42does it have a damage model now? because at di3's agt with antenna if the agt died it would still look fixed.

No, but I could make it when you destroy the AGT the flashlights will go out and I could give the pillar a darker texturee. But i might be to lazy for that since this is a very old project

Subject: Re: New GDI Advanced Guard Tower
Posted by [ArtyWh0re](#) on Fri, 15 May 2009 10:21:37 GMT
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Cool I will check this out.

Subject: Re: New GDI Advanced Guard Tower
Posted by [LiL KiLLa](#) on Fri, 15 May 2009 11:17:08 GMT
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ahh there is not much new stuff on it

I respect all your work but this fails

I want that to make clear wallpapers so gg?

Subject: Re: New GDI Advanced Guard Tower
Posted by [ErroR](#) on Fri, 15 May 2009 11:40:13 GMT

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Izual wrote on Fri, 15 May 2009 14:17ahh there is not much new stuff on it

I respect all your work but this fails

I want that to make clear wallpapers so gg?
that was not meant as a wallpaper

Subject: Re: New GDI Advanced Guard Tower
Posted by [Scrin](#) on Fri, 15 May 2009 11:46:03 GMT

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Izual wrote on Fri, 15 May 2009 06:17ahh there is not much new stuff on it

I respect all your work but this fails

I want that to make clear wallpapers so gg?
ahh lol, you pwn me again

Subject: Re: New GDI Advanced Guard Tower
Posted by [LiL KiLLa](#) on Fri, 15 May 2009 11:46:42 GMT

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I know it's not a wallpaper
but I want to make my own wallpaper.....so gg again

Subject: Re: New GDI Advanced Guard Tower
Posted by [ErroR](#) on Fri, 15 May 2009 11:51:29 GMT

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just cut the top piece away

Subject: Re: New GDI Advanced Guard Tower
Posted by [Di3HardNL](#) on Fri, 15 May 2009 13:15:40 GMT

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Izual wrote on Fri, 15 May 2009 13:17ahh there is not much new stuff on it

I respect all your work but this fails

I want that to make clear wallpapers so gg?

This is like 1 year old.

You fail, you can't even make any replacements for renegade

Subject: Re: New GDI Advanced Guard Tower
Posted by [Altzan](#) on Fri, 15 May 2009 14:02:29 GMT
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The design is great, Scrin, but it's too shiny imo. Great job

Subject: Re: New GDI Advanced Guard Tower
Posted by [The Party](#) on Fri, 15 May 2009 14:28:57 GMT
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ErroR wrote on Fri, 15 May 2009 06:51 just cut the top piece away

That is what I was thinking. However Scrin only posts stuff after a years time which means he wants to delete it.

Subject: Re: New GDI Advanced Guard Tower
Posted by [ErroR](#) on Fri, 15 May 2009 14:32:36 GMT
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MasterEvolution wrote on Fri, 15 May 2009 17:28 ErroR wrote on Fri, 15 May 2009 06:51 just cut the top piece away

That is what I was thinking. However Scrin only posts stuff after a years time which means he wants to delete it.
he still does it

Subject: Re: New GDI Advanced Guard Tower
Posted by [slosha](#) on Sat, 16 May 2009 19:36:38 GMT
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nice, but i deleted the agt_emmitter1 and agt_emmitter2 and the smoke inside the agt, I thought

they looked pointless.

Subject: Re: New GDI Advanced Guard Tower
Posted by [anant](#) on Mon, 18 May 2009 02:58:16 GMT
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SCRIN,Di3Hard!!!! I LOVE ITTTTT x100000000 +1

Subject: Re: New GDI Advanced Guard Tower
Posted by [Ma1kel](#) on Mon, 18 May 2009 19:23:13 GMT
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needs more bloom

Subject: Re: New GDI Advanced Guard Tower
Posted by [Omar007](#) on Wed, 20 May 2009 09:16:15 GMT
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Ma1kel wrote on Mon, 18 May 2009 21:23needs more bloom

Nice release though

Subject: Re: New GDI Advanced Guard Tower
Posted by [Scrin](#) on Thu, 28 May 2009 05:38:33 GMT
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anant wrote on Sun, 17 May 2009 21:58SCRIN,Di3Hard!!!! I LOVE ITTTTT
x100000000 +1
b3tah ramj3t r1f13!?!

Subject: Re: New GDI Advanced Guard Tower
Posted by [Jeroenganges](#) on Fri, 29 May 2009 13:49:37 GMT
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I just keep wondering why people post their ss with a hud that shows building stats but just never publish them.

Subject: Re: New GDI Advanced Guard Tower
Posted by [Di3HardNL](#) on Fri, 29 May 2009 15:42:05 GMT
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Not allowed to Its considered as a big advantage or something. But I have it hehehe

Subject: Re: New GDI Advanced Guard Tower
Posted by [Jeroenganges](#) on Fri, 29 May 2009 16:00:55 GMT
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And who forbids you? :')

Subject: Re: New GDI Advanced Guard Tower
Posted by [Di3HardNL](#) on Fri, 29 May 2009 16:02:47 GMT
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Some staff or something

Subject: Re: New GDI Advanced Guard Tower
Posted by [Killgeak](#) on Fri, 29 May 2009 16:13:32 GMT
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its cheating and therefore not allowed. people should know that by now

Subject: Re: New GDI Advanced Guard Tower
Posted by [Scrin](#) on Fri, 29 May 2009 16:17:27 GMT
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lol, Netherladians page

Subject: Re: New GDI Advanced Guard Tower
Posted by [Jeroenganges](#) on Fri, 29 May 2009 16:32:14 GMT
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Killgeak wrote on Fri, 29 May 2009 11:13its cheating and therefore not allowed. people should know that by now

Not been on this forums before so sorry I don't know that.

But I don't see the problem myself, it doesn't make you aim better or so, and a good player will always hit the J button once EVA said 'somebuilding under attack' every few seconds.

Subject: Re: New GDI Advanced Guard Tower
Posted by [ErroR](#) on Fri, 29 May 2009 16:53:05 GMT
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ya.. except it's K not j

Subject: Re: New GDI Advanced Guard Tower
Posted by [Jeroenganges](#) on Fri, 29 May 2009 17:00:21 GMT
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Whatever, still no answer to why it's an advantage.

Subject: Re: New GDI Advanced Guard Tower
Posted by [ErroR](#) on Fri, 29 May 2009 17:02:18 GMT
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because if more buildings are attacked at once, you can instantly see it, i mean, it says under attack, but there is an interval of it saying it, and happens to only 1 building at a time

Subject: Re: New GDI Advanced Guard Tower
Posted by [Jeroenganges](#) on Fri, 29 May 2009 17:04:00 GMT
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If you check K you would know that too, and most good players do that every few seconds.

Subject: Re: New GDI Advanced Guard Tower
Posted by [Scrin](#) on Fri, 29 May 2009 17:07:28 GMT
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Jeroenganges wrote on Fri, 29 May 2009 12:04If you check K you would know that too, and most good players do that every few seconds.
thank you for bring up my topic

Subject: Re: New GDI Advanced Guard Tower
Posted by [LeeumDee](#) on Fri, 29 May 2009 17:09:24 GMT
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Old discussion new topic!

Nice AGT

Subject: Re: New GDI Advanced Guard Tower
Posted by [ErroR](#) on Fri, 29 May 2009 17:14:03 GMT
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i guess so, but i still think they will not be released, there were several discussions on this

Subject: Re: New GDI Advanced Guard Tower
Posted by [Jeroenganges](#) on Fri, 29 May 2009 17:16:55 GMT
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ErroR wrote on Fri, 29 May 2009 12:14i guess so, but i still think they will not be released, there were several discussions on this

Behold, Google. >.>

And to be on-topic, nice AGT, will you also make an obby?

Subject: Re: New GDI Advanced Guard Tower
Posted by [Sauce](#) on Fri, 29 May 2009 20:08:05 GMT
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yeah, an obby with even more bloom
