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Subject: Renegade Alert MAD Tank

Posted by [Aircraftkiller](#) on Thu, 08 Apr 2004 03:33:38 GMT

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SEALaircraftkillerIt isn't the same "repeating metal texture" because it's two UV maps with one set style.

Nothing in it repeats.

SEALit seems like for most part its just the same repeating metal texture.

I dont think anyone cares about it being "two UV maps with one set style." It looks very dull compared to the other work that RenAlert has produced. There is no need to get defensive...I'm just trying to give some honest feedback.

The fuck? I'm not being defensive, I'm answering your replies, unless you'd rather I ignore them and get on with more game development work.

It looks dull, what do you expect? Tanks don't normally come in "HEY I'M A BIG FLAMING HOMO" rainbow colors... And there's no reason to camouflage something when all it does is drive directly to a destination and deploy itself into a destruction-mobile.

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