
Subject: Renegade Alert: Allied Artillery
Posted by [Renx](#) on Tue, 20 Apr 2004 00:22:54 GMT
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The texture on the Allied Artillery was just completed today, and is now ready for the public eyes.

It is based off of the M-110A2 howitzer, except it has a 155mm barrel(just like in Red Alert), and does immense damage to anything it lands a shell near or on.

Artillery model by Sir Phoenixx.
Texture done by Darkblade.
Treads added by Aircraftkiller.

Go here to see more!

Subject: Renegade Alert: Allied Artillery
Posted by [{DG}Stryder](#) on Tue, 20 Apr 2004 01:00:22 GMT
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Wow, it's nice and pretty

Subject: Renegade Alert: Allied Artillery
Posted by [Renx](#) on Tue, 20 Apr 2004 02:35:18 GMT
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Texture was updated by Aircraftkiller

Subject: Renegade Alert: Allied Artillery
Posted by [Oblivion165](#) on Tue, 20 Apr 2004 03:14:35 GMT
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the barrel looks fake somehow, it doesnt look like it could actually handle shooting a projectile

Subject: Renegade Alert: Allied Artillery
Posted by [Nodbugger](#) on Tue, 20 Apr 2004 03:27:10 GMT
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ya make the muzzle break wider than the barrel. It would also look cooler if you made the barrel

in multiple peices. And make it so it "retarcts" as it shoots. Like real artillery.

like the barell of the m82

<http://www.combatindex.com/hardware/detail/gun/m82.html>

i forgot the technical terms for it.

here is what you based the model off of

<http://www.fas.org/man/dod-101/sys/land/m110a2.htm>

make the barell like this

<http://www.fas.org/man/dod-101/sys/land/m109a6-11.jpg>

i think it would look much more menacing.

Subject: Renegade Alert: Allied Artillery
Posted by [Spice](#) on Tue, 20 Apr 2004 06:10:36 GMT
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The barrel looks fine. Nothing less than to expect from the renalert team. The improved texture is deffinetly better.

Subject: Renegade Alert: Allied Artillery
Posted by [Majiin Vegeta](#) on Tue, 20 Apr 2004 11:10:38 GMT
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lolfirst pictures looked kewl and new.. second updated texture looks great.. but a bit bright :S

Subject: Renegade Alert: Allied Artillery
Posted by [Genocide](#) on Tue, 20 Apr 2004 13:17:51 GMT
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I think the scratches went a bit overboard.

Subject: Renegade Alert: Allied Artillery
Posted by [Sir Phoenixx](#) on Tue, 20 Apr 2004 13:25:43 GMT
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Nodbuggerya make the muzzle break wider than the barrel. It would also look cooler if you made the barrel in multiple peices. And make it so it "retarcts" as it shoots. Like real artillery.

If you'd actually look at the screenshot, you'd see that the muzzle break is clearly wider than the barrel. Multiple pieces? You mean it should have that buldge in the middle of it? Or that the front of the barrel should be seperate from the back? The real barrel isn't in seperate pieces, nor does it slide in on itself due to recoil, it slides back and down on the part it sits on. (The model was already designed for this recoil effect which will be added later when it's implemented.) Also, there is no buldge on the barrel in either the m110 barrel or the RA artillery (which is most likely the m110, not m109, so it doesn't matter one bit how the m109 barrel looks).

Quote:here is what you based the model off of

<http://www.fas.org/man/dod-101/sys/land/m110a2.htm>

make the barell like this

<http://www.fas.org/man/dod-101/sys/land/m109a6-11.jpg>

i think it would look much more menacing.

Now how much sense does that make? We based it off of the m110 (which was what the RA artillery looks like the most), but we should add something from a completely different artillery, the m109? That's like saying "the Medium Tank is based off of the M1 Abrams, so you should make the barrel look like the M60 Patton's barrel!")

Subject: Renegade Alert: Allied Artillery
Posted by [Aircraftkiller](#) on Tue, 20 Apr 2004 16:31:49 GMT
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Scratch effect was toned down to 50% of what it previously was. Had my monitor too dark and didn't notice the difference.

Subject: Renegade Alert: Allied Artillery
Posted by [kawolsky](#) on Tue, 20 Apr 2004 17:42:53 GMT
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nice job renalert team :thumbsup:

Subject: Renegade Alert: Allied Artillery
Posted by [Slash0x](#) on Tue, 20 Apr 2004 19:46:45 GMT
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AircraftkillerScratch effect was toned down to 50% of what it previously was. Had my monitor too

dark and didn't notice the difference.

Lol, I never really knew this was a factor until just about a month ago when I got my new comp. I made a map with very dark lighting but just enough to see, but being a newer monitor, it was perfect lighting for me and dark for the other monitors that were older (like my schools crappy school comps).

Overall, the latest pic looks pretty cool. The scratch marks are definitely a good addition to the skin...what filters are used to make the scratch effect??

Subject: Renegade Alert: Allied Artillery

Posted by [Aircraftkiller](#) on Tue, 20 Apr 2004 20:04:37 GMT

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There's more to texture work than using simple filters. Rarely do we use any of them to make anything for the game.

That was done with dodge, burn, and other assorted tools in Photoshop.

Subject: Renegade Alert: Allied Artillery

Posted by [Slash0x](#) on Tue, 20 Apr 2004 20:10:37 GMT

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AircraftkillerThere's more to texture work than using simple filters. Rarely do we use any of them to make anything for the game.

That was done with dodge, burn, and other assorted tools in Photoshop.

[EDIT]

I found it...

Thanks for the advice.

Subject: Renegade Alert: Allied Artillery

Posted by [Vitaminous](#) on Tue, 20 Apr 2004 20:45:38 GMT

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AircraftkillerScratch effect was toned down to 50% of what it previously was. Had my monitor too dark and didn't notice the difference.

Thanks.

Subject: Renegade Alert: Allied Artillery

Posted by [IRON FART](#) on Wed, 21 Apr 2004 01:28:29 GMT

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That looks very good.

How many more vehicles are there to be remoddled?

Subject: Renegade Alert: Allied Artillery
Posted by [Sir Phoenixx](#) on Wed, 21 Apr 2004 02:08:41 GMT
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There's around 5-10 more...

Subject: Renegade Alert: Allied Artillery
Posted by [Nodbugger](#) on Wed, 21 Apr 2004 02:12:35 GMT
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Well you guys aren't accurate with the m16 or the stinger so I figured you wouldn't care about accuracy here.

Subject: Renegade Alert: Allied Artillery
Posted by [Sir Phoenixx](#) on Wed, 21 Apr 2004 12:07:19 GMT
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The M16 and Stinger (Red Alert's rocket soldier used the Red Eye in the rules.ini, which is an earlier version of the Stinger) are accurate, why don't you actually play the damn game?

Subject: Renegade Alert: Allied Artillery
Posted by [Majiin Vegeta](#) on Wed, 21 Apr 2004 17:44:29 GMT
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AircraftkillerScratch effect was toned down to 50% of what it previously was. Had my monitor too dark and didn't notice the difference.

looks great now

Subject: Renegade Alert: Allied Artillery
Posted by [Nodbugger](#) on Wed, 21 Apr 2004 20:22:47 GMT
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Sir PhoenixxThe M16 and Stinger (Red Alert's rocket soldier used the Red Eye in the rules.ini, which is an earlier version of the Stinger) are accurate, why don't you actually play the damn

game?

The m16 never had birst and auto on one rifle.

And no form of the stinger nor the red eye could take on a tank.

Subject: Renegade Alert: Allied Artillery
Posted by [Sir Phoenixx](#) on Wed, 21 Apr 2004 23:44:38 GMT
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What fire modes the M16 has has absolutely nothing to do with how accurate it is to Red Alert.

When the fuck did we EVER say that the stinger could take on a tank? We never did. It was one of the rocket soldier's weapons in Red Alert, therefore it is not inaccurate to give the rocket soldier it in RenAlert, no matter how little damage it would inflict on a tank in real life.

Subject: Renegade Alert: Allied Artillery
Posted by [Nodbugger](#) on Thu, 22 Apr 2004 00:15:39 GMT
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Sir PhoenixxWhat fire modes the M16 has has absolutely nothing to do with how accurate it is to Red Alert.

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then why do you care so much about changing the artillery?

Subject: Renegade Alert: Allied Artillery
Posted by [U927](#) on Thu, 22 Apr 2004 00:56:56 GMT
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You were the one who brought up the subject of the M-16 and Stinger, why the hell are you suddenly shifting your attention to the artillery?

Subject: Renegade Alert: Allied Artillery
Posted by [Nodbugger](#) on Thu, 22 Apr 2004 02:01:06 GMT
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Umbral_DelaFlareYou were the one who brought up the subject of the M-16 and Stinger, why the hell are you suddenly shifting your attention to the artillery?

becuase i think it would look alot cooler.

Subject: Renegade Alert: Allied Artillery
Posted by [Dante](#) on Thu, 22 Apr 2004 05:51:04 GMT
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THATS THE BOMBDIGIDYDOODY

Subject: Renegade Alert: Allied Artillery
Posted by [Sir Phoenixx](#) on Thu, 22 Apr 2004 19:45:39 GMT
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NodbuggerSir PhoenixxWhat fire modes the M16 has has absolutely nothing to do with how accurate it is to Red Alert.

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then why do you care so much about changing the artillery?

Are you really that stupid? You're the one who apparently "cares so much" about changing the artillery. Adding a feature from a completely different artillery for no real reason is stupid, period. The RA artillery did not have a buldge in the middile of the barrel, nor did the real artillery, the m110 that it was based off of have it.

Subject: Renegade Alert: Allied Artillery
Posted by [Nodbugger](#) on Thu, 22 Apr 2004 20:20:27 GMT
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Sir PhoenixxNodbuggerSir PhoenixxWhat fire modes the M16 has has absolutely nothing to do with how accurate it is to Red Alert.

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and?

Subject: Renegade Alert: Allied Artillery
Posted by [U927](#) on Thu, 22 Apr 2004 21:09:20 GMT
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At this point I'm beginning to believe you are making pointless comments just to piss people off. Stop making those useless comments. What are you trying to prove with a three-letter word?

Subject: Renegade Alert: Allied Artillery
Posted by [Nodbugger](#) on Thu, 22 Apr 2004 21:48:10 GMT
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Umbral_DelaFlareAt this point I'm beginning to believe you are making pointless comments just to piss people off. Stop making those useless comments. What are you trying to prove with a three-letter word?

just because it is three letter doesn't mean anything.

I said why don't you do this. and they said no it isn't accurate. Well I pointed out some other inaccuracies. Yet they still piss and moan about stupid stuff.

Subject: Renegade Alert: Allied Artillery
Posted by [Nodbugger](#) on Fri, 23 Apr 2004 02:25:13 GMT
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now that I look at it again. I think what I was seeing weird was that it is really only a barrel. It would look pretty cool if you added some more stuff to the barrel assembly like in the real m-110.
