
Subject: Renegade Alert Oil Pump
Posted by [Aircraftkiller](#) on Sat, 24 Apr 2004 02:29:16 GMT
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You would find these every so often in Red Alert, Oil Pumps which... You guessed it, pump oil.

Most of them were civilian owned in the war, and became garrisoned for wartime purposes by the two armies. Often times, explosive Barrels are found nearby.

It's based of real life oil pumps and the Red Alert one. Gernader8 will also have his own version of the pump which will make both pumps complement each other in-game.

Model and texture were both done by myself. Expect to find them in single player missions, assault levels, and other assorted goodies.

Concrete texture will be swapped out for a different one, with more contrast.

Subject: Renegade Alert Oil Pump
Posted by [Oblivion165](#) on Sat, 24 Apr 2004 02:33:23 GMT
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you are working hard Ack, great job.

i thought they couldnt be garrisoned till red alert 2?

Subject: Renegade Alert Oil Pump
Posted by [Aircraftkiller](#) on Sat, 24 Apr 2004 02:34:25 GMT
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They aren't garrisoned in the game. That's just what would have happened in Red Alert's reality, the Soviets and Allies would have commandeered the Oil Pumps for fuel supplies.

Subject: Renegade Alert Oil Pump
Posted by [Oblivion165](#) on Sat, 24 Apr 2004 02:38:22 GMT
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ah, well it looks great. Lots of detail for something that hadnt given alot of material to work from, but you did use real ones to model off of.

Subject: Renegade Alert Oil Pump
Posted by [Fabian](#) on Sat, 24 Apr 2004 03:11:59 GMT
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Now THAT is something worth showcasing! Very nice.

Subject: Renegade Alert Oil Pump
Posted by [cokemaster](#) on Sat, 24 Apr 2004 05:19:32 GMT
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Will there be any animations for this building?

Subject: Renegade Alert Oil Pump
Posted by [IRON FART](#) on Sat, 24 Apr 2004 05:24:37 GMT
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Probably for functioning ones. And probably not for the decorative ones.

Subject: Renegade Alert Oil Pump
Posted by [Aircraftkiller](#) on Sat, 24 Apr 2004 05:27:51 GMT
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It will animate.

Subject: Renegade Alert Oil Pump
Posted by [Oblivion165](#) on Sat, 24 Apr 2004 05:51:08 GMT
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it has to animate, i just has to

Subject: Renegade Alert Oil Pump
Posted by [Deafwasp](#) on Sat, 24 Apr 2004 11:00:49 GMT
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Your getting better at modeling Ack.

Subject: Renegade Alert Oil Pump
Posted by [Mad Ivan](#) on Sat, 24 Apr 2004 22:14:15 GMT
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hmm...you may not like it but if a money crate appears somewhere around the building would be pretty interesting

Will a player have the ability to climb the ladder?

Subject: Re: Renegade Alert Oil Pump
Posted by [Slash0x](#) on Sat, 24 Apr 2004 22:25:31 GMT
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Lol, I was actually going to model one of these for Renegade, but make it a tiberium silo for the team can recieve money not just from tiberium, but oil as well. I just never got around to it...

Good job, when you place the actual pic next to the 3d model, makes it easier to see if it needs any adjustments...

Subject: Renegade Alert Oil Pump
Posted by [Cebt](#) on Sat, 24 Apr 2004 22:46:44 GMT
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yes good job you sure are working hard lately

Subject: Renegade Alert Oil Pump
Posted by [TnTANDY](#) on Tue, 27 Apr 2004 22:25:59 GMT
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round of applause
