Subject: Renegade Alert Ridge War
Posted by Aircraftkiller on Tue, 27 Apr 2004 06:31:47 GMT
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Got three of them for you right now. Having a hard time writing, just messed up that first sentence five times... It's 1:30 AM, been working all day long, came back and worked on RA for about five hours today.

Before I lose consciousness, here's three images you can look at to see the progress being made on Ridge War. The bulk of it is finished.

Subject: Renegade Alert Ridge War
Posted by Xtrm2Matt on Tue, 27 Apr 2004 06:42:48 GMT
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Very nice

Subject: Renegade Alert Ridge War
Posted by [A-I]NastyDead on Tue, 27 Apr 2004 13:44:42 GMT
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You should make faster smoother vehicle movement, that would be fun to have a bunch of stanks moving as fast a buggy burning people.

Subject: Renegade Alert Ridge War
Posted by Kytten9 on Tue, 27 Apr 2004 16:51:46 GMT
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Nice stuff ACK...i still got that link you gave me to renalert and i'll look at it later as i have Windows XP and it sucks recently. But still looking cool

Subject: Renegade Alert Ridge War
Posted by DarkFish on Tue, 27 Apr 2004 18:58:25 GMT
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[A-INastyDead]You should make faster smoother vehicle movement, that would be fun to have a bunch of stanks moving as fast a buggy burning people.

Stanks? Buggy? This is RenAlert....Look at the buildings and topic title...

Subject: Renegade Alert Ridge War
Posted by Spice on Tue, 27 Apr 2004 20:44:26 GMT
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That's nice. I really like the texture Job you did on the hills. I also see you implemented those ore mines. Id say you earned some well deserved sleep

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Subject: Renegade Alert Ridge War
Posted by SuperFlyingEngi on Tue, 27 Apr 2004 22:39:12 GMT
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Will some of the textures get changed to tile better in the future? Right now some landscape textures have such big repeating splotches that they really don't look all that great. Anyway, map looks awesome. Just like always.

Subject: Renegade Alert Ridge War
Posted by xptek_disabled on Tue, 27 Apr 2004 22:54:44 GMT
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It doesn't look tiled when you're in game. The textures tile seamlessly.

Subject: Renegade Alert Ridge War
Posted by SuperFlyingEngi on Tue, 27 Apr 2004 22:59:42 GMT
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No, I mean the patterns repeat themselves in very obvious ways. I've seen it a lot, particulary on Woods Today. Not a big gameplay issue, but with all the work that goes in to RenAlert models, I was hoping that textures would start looking less repeating for the maps.

Subject: Renegade Alert Ridge War
Posted by Kytten9 on Wed, 28 Apr 2004 00:09:18 GMT
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i imagine the priority is getting out a funcitional mod firstly, then dealing with major graphic and design and gameplay issues and then messing with the arty farty work lastly if that is the case. Either way it still looks cool like you said.

Xptek i think he was only suggesting not bashing.   :eh:

Subject: Renegade Alert Ridge War
Posted by Aircraftkiller on Wed, 28 Apr 2004 05:54:42 GMT
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Textures tile, that's what they're meant to do. All of them that we use tile seamlessly, without issue.

If they stand out, it's because they have detail. I try to avoid extremely detailed textures. Sometimes I want pine needles underneath pine trees, or else you just get grass over and over.