Subject: Renegade Alert Ranger
Posted by Aircraftkiller on Sun, 23 May 2004 16:40:15 GMT
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Before I pass out from exhaustion and sleep deprivation (4 AM) I'll post about the Ranger.

The model was made by Sir Phoenixx. The four textures used on it were done by me.

The number 434 on the door designates the 434th company, which is the group of Rangers and Supply Trucks you see running over the Soviet warning sign. It's also the group that Von Esling refers to that you have to protect in the second Allied mission.

The GM serial number refers to General Motors, who builds the Ranger (Jeep Wrangler) in Red Alert for the Allies. Keep in mind that the texture is not completely finalized yet and made be upgraded by myself or Darkblade in the future.

Subject: Renegade Alert Ranger
Posted by maytridy on Sun, 23 May 2004 16:41:39 GMT
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Looks great, the texture just needs a little touching up. It looks too "concrete-ish". Will the passenger be visible?

Subject: Renegade Alert Ranger
Posted by vloktboky on Sun, 23 May 2004 16:42:23 GMT
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I like the transparent windshield.

Subject: Renegade Alert Ranger
Posted by Aircraftkiller on Sun, 23 May 2004 16:45:47 GMT
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I swear if I see another "omg concrete" post... Let me explain something, not all metal or concrete is perfect. Sometimes, metal looks concrete. Sometimes concrete looks metal. If you think the caked mud on the sides of the Ranger make it look concrete, or that the metal on the inside is a

dark gray makes it look concrete, I seriously suggest you look at used metal on an off road vehicle and compare it to concrete. Sometimes it looks rather alike.

Subject: Renegade Alert Ranger
Posted by maytridy on Sun, 23 May 2004 16:54:28 GMT
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Then let me rephrase...

That caked mud is too evenly spread. Usually there's not much mud on the hood, just on the sides and near the wheels. Try and make the mud more splotched and uneven.

http://www.2bct.1ad.army.mil/2-6IN/Field%20Action/muddy_humvee.jpg

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Subject: Renegade Alert Ranger
Posted by Aircraftkiller on Sun, 23 May 2004 17:23:19 GMT
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It's under the assumption that it has been driving for quite a while and hasn't been cleaned, so it just sticks to the sides as time goes by.

Subject: Renegade Alert Ranger
Posted by OrcaPilot26 on Sun, 23 May 2004 19:52:37 GMT
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The windshield actually looks like a window!!, a RenAlert first. And you got the color right too. It's amazing.

Subject: Renegade Alert Ranger
Posted by IRON FART on Sun, 23 May 2004 21:14:12 GMT
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Will the window be destructable?

Subject: Renegade Alert Ranger
Posted by NeoX on Sun, 23 May 2004 21:19:13 GMT
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No it would at most act like the one on the Humvee but I dont think it will as it is textured but I may be wrong.

Subject: Renegade Alert Ranger
Posted by Spice on Mon, 24 May 2004 01:10:56 GMT
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The window will not be destructable.

My Question is will the driver still beable to man the gun , like you do with the ranger already in renalert.

Where is the muffler , where are the seatbelts , where are the cupholders , where is the clutch , where are the gaspedals? OMG this model sucks :rockedover: lol

Subject: Renegade Alert Ranger
Posted by Madtone on Mon, 24 May 2004 01:24:59 GMT
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I think a good idea would be to model the headlights better.

Like make a inverted cone and have the bulb on the inside then the opaque glass in on the front of the light, so it really makes it more lifelike.

Subject: Renegade Alert Ranger
Posted by CnCsoldier08 on Mon, 24 May 2004 01:47:08 GMT
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Will you be able to snipe the people inside?

Subject: Renegade Alert Ranger
Posted by IRON FART on Mon, 24 May 2004 02:54:03 GMT
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That seems to be a problem with it.

The model is nice and all, but I'm not sure if people can be viewed inside. I know the can't be sniped, but when you enter, unless you use some special script, it's just going to look like the Ranger is driving itself.

Subject: Renegade Alert Ranger
Posted by Renx on Mon, 24 May 2004 03:11:24 GMT
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You'll be able to see your charecters inside the vehicle, the exact one are when you got into

vehicle too, they will interact inside the vehicle as well. But you will not be able to directly damage the people inside.

And yes the driver should still be able to man the gun, I don't think there is a way around that. I'm not quite sure about the possition of the passenger though.

Subject: Renegade Alert Ranger
Posted by IRON FART on Mon, 24 May 2004 03:47:27 GMT
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Quote:
You'll be able to see your charecters inside the vehicle, the exact one are when you got into vehicle too, they will interact inside the vehicle as well. But you will not be able to directly damage the people inside.

And how does that work?

Subject: Renegade Alert Ranger
Posted by Havoc 89 on Mon, 24 May 2004 04:01:58 GMT
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Looks very nice. umm, im not sure what it is but something is missing. i cant quite put my finger on it, but once i figured it out ill let you know. Its not the metal and concrete thing its something else. I dont think there is enough detail on the texture. try adding some scratches, more dirt, torn and worned/rusted parts. make it look more alive. like its been in a war. Everything else looks fine.

Subject: Renegade Alert Ranger
Posted by Renx on Mon, 24 May 2004 18:08:34 GMT
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Here's the destroyed version of the Ranger.

http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=1924

Subject: Renegade Alert Ranger
Posted by Jaspah on Mon, 24 May 2004 20:28:56 GMT
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Yay! Finally the ugly ranger is replaced!

This one is awsome. Good job! :bigups:

Subject: Renegade Alert Ranger
Posted by Deactivated on Thu, 12 Aug 2004 12:59:28 GMT
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MadtoneI think a good idea would be to model the headlights better.

Like make a inverted cone and have the bulb on the inside then the opaque glass in on the front of the light, so it really makes it more lifelike.

Or just find a good picture of a headlight and copy and paste it to texture.. at least it wouldn't look like it's painted on the vehicle frame.

Subject: Renegade Alert Ranger
Posted by Imdgr8one on Thu, 12 Aug 2004 13:35:55 GMT
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Jester you are a fuckhead.

Subject: Renegade Alert Ranger
Posted by vloktboky on Thu, 12 Aug 2004 17:47:00 GMT
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RenxBut you will not be able to directly damage the people inside.

Why not? If how you are going about making the driver "appear" in the driver seat is what I think it is, then this should be just as easy to do.

Subject: Renegade Alert Ranger
Posted by visorneon on Thu, 12 Aug 2004 17:55:35 GMT
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Yeh i think you should be able to make it harm the character inside it too, would be fun for snipers then

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Subject: Renegade Alert Ranger

Posted by Aircraftkiller on Thu, 12 Aug 2004 18:19:13 GMT
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And if drivers were killed by weapon rounds, the entire reason the Ranger is useful would be flushed down the toilet.

Subject: Renegade Alert Ranger
Posted by Doitle on Thu, 12 Aug 2004 18:50:27 GMT
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Even if you know how to make them damageable I woudln't do it. The rangers in didnt have snipeable drivers. It'd be the only unit with that vulnerability and be totally useless...