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Subject: Renegade Alert Missile Sub

Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 08:31:07 GMT

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The Missile Sub is the Soviet answer to the Cruiser and Destroyer. It has powerful missiles, 45% the strength of The Aftermath missiles, while still retaining the \$1,650 price tag.

It has 150 points of armor, very susceptible to Depth Charges from Gunboats or Destroyers.

It's also fairly slow compared to the Submarine. It cannot damage naval units, any missiles fired at them will not register damage - this keeps you from hitting them from underwater, and also keeps true to Red Alert.

The model was done by Sir Phoenixx. The single 1024x texture was done by myself.

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Subject: Renegade Alert Missile Sub

Posted by [Blazer](#) on Sun, 27 Jun 2004 09:35:51 GMT

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Pics are a bit dark, but looks good. Question...if it cannot damage naval units, how does it defend itself (other than hiding and diving)?

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Subject: Renegade Alert Missile Sub

Posted by [Jorge](#) on Sun, 27 Jun 2004 10:11:57 GMT

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It probably cannot. Its main purpose is most likely a powerful Anti-Structure and Anti-Tank unit, but needs support from submarines. Without the submarines you're shit outta luck against Allied Naval Units.

Will this also be able to attack aircraft? If I remember correctly the Missile sub from RA couldn't attack aircraft, but will they be able to in RenAlert?

Also, when you say 150 points of armor, does that mean 150/150 or 150/0. I tend to think of the armor as the second value, but I'm not sure what you meant by that.

---

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Subject: Renegade Alert Missile Sub  
Posted by [Ferhago](#) on Sun, 27 Jun 2004 12:36:15 GMT  
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---

Nice could use some more scratches here and there though. Looks like it just got buffed times over

---

Subject: Renegade Alert Missile Sub  
Posted by [htmlgod](#) on Sun, 27 Jun 2004 12:39:35 GMT  
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---

Looks pretty decent. Is there a real-life equivalent? I was under the impression that anti-air unit submarines had their missile launchers stored within the vehicle, not externally. And would it really have 3 manhole exits side by side?

---

Subject: Renegade Alert Missile Sub  
Posted by [Sir Phoenixx](#) on Sun, 27 Jun 2004 13:23:52 GMT  
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---

It's based off an Akula, but with an enlarged front and the missile launchers to match the RA missile sub.

---

Subject: Renegade Alert Missile Sub  
Posted by [Goltergaull](#) on Sun, 27 Jun 2004 14:54:23 GMT  
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---

hmmm looks like there where sam sites on the sub but ok i dont know how to make it better for now... i will think about it

---

Subject: Renegade Alert Missile Sub  
Posted by [Jaspah](#) on Sun, 27 Jun 2004 17:56:24 GMT  
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---

Maybe you should lighten up the screen shot so I can actually see it? :rolleyes:

---

Subject: Renegade Alert Missile Sub  
Posted by [PointlessAmbler](#) on Sun, 27 Jun 2004 18:25:08 GMT  
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---

Maybe you should adjust your monitor?

But anyway, since I'm nice, I made the first image more visible to those of you who are too lazy to push a button on your monitor.

---

Subject: Renegade Alert Missile Sub  
Posted by [flyingfox](#) on Sun, 27 Jun 2004 18:47:21 GMT  
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Those little pictures have yellow parts in the enlarged versions but not the tiny ones?? And the little picture is black, yet yours is metal..whats going on?

---

Subject: Renegade Alert Missile Sub  
Posted by [Spice](#) on Sun, 27 Jun 2004 18:53:01 GMT  
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i thought those namholes in the back were missle canopys. The texture is kinda warped looking but not really noticable. The star on the front is great

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 19:04:46 GMT  
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The yellow parts are the sub fairing and the missile launchers, both of which are on the model.

It's not black, it's a dark gray color exactly like how I painted it.

In RA, it did fire at aircraft. According to the manual, leaving a Missile Sub in guard mode made it into excellent anti-aircraft defense.

---

Subject: Renegade Alert Missile Sub  
Posted by [Renardin6](#) on Sun, 27 Jun 2004 19:52:34 GMT  
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this skin is not very good. Rocket launcher looks like darkblade's work for the mammoth. I don't like it. It needs improvements.

Subject: Renegade Alert Missile Sub  
Posted by [Jaspah](#) on Sun, 27 Jun 2004 20:02:24 GMT  
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---

/Me waits for Aircraftkiller to say, "I don't care what you think." :rolleyes:

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 21:02:23 GMT  
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---

What he thinks doesn't bother me since I know it looks exactly like it should. Darkblade's Mammoth Tank has nothing to do with the Missile Sub since everything on it was made by myself.

And, once again, it's not a skin. It's a texture.

---

Subject: Renegade Alert Missile Sub  
Posted by [NeoX](#) on Sun, 27 Jun 2004 21:12:29 GMT  
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---

...And you know this because you modeled and textured it exactly like the original RA blueprints in the videos ect. I love how you can criticize everyone else's work but when the community criticizes yours you say STFU it's perfect.

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 21:18:37 GMT  
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---

\*Aircraftkiller searches through thread

Hmm, where did I say "STFU IT'S PERFECT?" Wait, that's right, I didn't. You did.

I'm just defending my work, because I know it was made to be exactly like what an Akula class submarine modified to be a SSBN would look like.

Just because I bash the work of others when it sucks doesn't mean I'm not going to exercise the right to defend myself when most of you are saying something negative just because you want to "get back at him."

---

Subject: Renegade Alert Missile Sub  
Posted by [Dishman](#) on Sun, 27 Jun 2004 21:25:08 GMT  
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---

The ship model looks good, but the missile launchers look a bit out-of-place. Maybe putting a little rust, or wear 'n' tear on the edges of it could help. Also, the pipe/beam things that attach the launcher to the body of the sub look REALLY flimsy, in my opinion, lol. I'd be driving it all slow and stuff just so I don't break them off, lol. Anyway, good work, nothing really needs to be done.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [NeoX](#) on Sun, 27 Jun 2004 21:26:36 GMT  
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---

No not really. I think the SKIN is too plain as is the metal texture you used for it. Add more details. thanks.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Ferhago](#) on Sun, 27 Jun 2004 21:33:30 GMT  
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---

I wouldnt worry about it. What ren alert unit at some point or another hasnt gotten overhauled once or twice.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Havoc 89](#) on Sun, 27 Jun 2004 21:34:05 GMT  
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---

The model is good.

The texture needs work. The metallic texture on the main body of the sub is too blurry and doesnt have much detail. No scratches, no warnout metals, no rust, no battle marks from before. models always look much better with details like those are added. Try fixing that up and it will look much better.

the 3 rods on the top look like they were just white cylinders. The sams are not bad, they look good.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 21:34:48 GMT  
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---

I didn't use any metal detailing on the texture you presumptous idiot. Submarines don't have that many details, but apparently you're too fucking stupid to understand that. I'm not adding a bright rainbow flag for you because I'm not going to add things that don't need to be there.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [NeoX](#) on Sun, 27 Jun 2004 21:36:44 GMT  
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---

Once again you cant take CONSTRUCTIVE pointers to help you improve it.

---

Subject: Renegade Alert Missile Sub  
Posted by [Ferahgo](#) on Sun, 27 Jun 2004 21:39:06 GMT  
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---

Actually he's right. This is about the most detailed akula sub pic I could find... and its just a model

---

Subject: Renegade Alert Missile Sub  
Posted by [Havoc 89](#) on Sun, 27 Jun 2004 21:39:13 GMT  
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---

i never told you to add rainbows, but atleast fix it so the texture isnt so blurry.

I am tring to help btw... No need to blow my head off!

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 21:39:31 GMT  
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---

You're an idiot. Saying "it needs more detail" is not constructive because you could be saying anything, which is why I made the rainbow flag comment.

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 21:41:26 GMT  
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---

Havoc 89i never told you to add rainbows, but atleast fix it so the texture isnt so blurry.

I am tring to help btw... No need to blow my head off!

I wasn't talking to you. I was talking to HomoX.

Quote:Actually he's right. This is about the most detailed akula sub pic I could find... and its just a model

---

It's not an Akula, but it's similar. It's a variant of it fitted with ship-to-air\ground missiles, and a bulbous front section. This is why the square window-like portions are removed, and why the front section lacks the orange nose paint. The window-things would cause noise while traveling through water, and the purpose of a SSBN like the Missile Sub is to stay as quiet as possible to avoid detection by sonar equipped units in reality.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Ferhago](#) on Sun, 27 Jun 2004 21:44:35 GMT  
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---

Oh and by detail instad of being generic I think they mean like this.

You know faint lines where the metal plates were welded together and little rivets

---

---

Subject: Renegade Alert Missile Sub  
Posted by [flyingfox](#) on Sun, 27 Jun 2004 21:45:03 GMT  
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---

AircraftkillerThe yellow parts are the sub fairing and the missile launchers, both of which are on the model.

It's not black, it's a dark gray color exactly like how I painted it.

Okay, fair enough, but shouldn't those parts have a yellowish colour applied to them to keep it like the mini-picture?

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Ferhago](#) on Sun, 27 Jun 2004 21:46:11 GMT  
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---

I think that was the team color area. It would be whatever teams color it was on

---

---

Subject: Renegade Alert Missile Sub  
Posted by [NeoX](#) on Sun, 27 Jun 2004 21:46:50 GMT  
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---

AircraftkillerHavoc 89i never told you to add rainbows, but atleast fix it so the texture isnt so blurry.

I am tring to help btw... No need to blow my head off!

---

I wasn't talking to you. I was talking to HomoX.

Quote:Actually he's right. This is about the most detailed akula sub pic I could find... and its just a model

It's not an Akula, but it's similar. It's a variant of it fitted with ship-to-air\ground missiles, and a bulbous front section. This is why the square window-like portions are removed, and why the front section lacks the orange nose paint. The window-things would cause noise while traveling through water, and the purpose of a SSBN like the Missile Sub is to stay as quiet as possible to avoid detection by sonar equipped units in reality.

You are the most mature person I have ever met! Ha HomoX even made me laugh:D I was talking bout Havok89s post if it mattered.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Havoc 89](#) on Sun, 27 Jun 2004 21:50:31 GMT  
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---

Quote:I wasn't talking to you. I was talking to HomoX.

sorry, didnt know.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [flyingfox](#) on Sun, 27 Jun 2004 21:50:47 GMT  
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---

Ferhagol think that was the team color area. It would be whatever teams color it was on

Awesome, thanks. So this unit will be available for both sides. Just an idea: why not create 2 secondary models as alternate selections to choose at the PT area, and model those parts yellow or red to fix the team? You could still purchase the original, just as an added extra for variety. And supposing you stolen an enemy missile sub with their teams colours on it..interesting

Edit, never mind, you meant whatever colour the player choose not the team they were on.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 21:54:20 GMT  
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---

Ferhago

Oh and by detail instad of being generic I think they mean like this.



You know faint lines where the metal plates were welded together and little rivets

I'll do that later on. I'm not sure if it will show up right because of the size of the UV map, each one for the top and bottom is about 1024x256 so it's pretty blurred when you add tiny details in certain areas.

---

---

Subject: Renegade Alert Missile Sub

Posted by [louis](#) on Mon, 28 Jun 2004 00:33:05 GMT

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---

Quote:The window-things would cause noise while traveling through water, and the purpose of a SSBN like the Missile Sub is to stay as quiet as possible to avoid detection by sonar equipped units in reality.

if you're going to say that, then why don't you get rid of the ugly and useless missile launchers and make it use the internal silos like every other ssbn in existence? i don't think the soviets built such an expensive submarine to attach something onto it that will have any ship with sonar anywhere near it know exactly where it is. something like this would look infinitely better.

---

---

Subject: Renegade Alert Missile Sub

Posted by [Aircraftkiller](#) on Mon, 28 Jun 2004 00:35:50 GMT

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---

Because during the time of RA, they didn't have the technology to launch missiles from underwater. This is why the Missile Sub has to surface to fire.

---

---

Subject: Renegade Alert Missile Sub

Posted by [Renx](#) on Mon, 28 Jun 2004 00:44:14 GMT

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---

flyingfoxFerhagol think that was the team color area. It would be whatever teams color it was on

Awesome, thanks. So this unit will be available for both sides. Just an idea: why not create 2 secondary models as alternate selections to choose at the PT area, and model those parts yellow or red to fix the team? You could still purchase the original, just as an added extra for variety. And supposing you stolen an enemy missile sub with their teams colours on it..interesting

Edit, never mind, you meant whatever colour the player choose not the team they were on.

Nope, Soviets only. Soviets have subs, Allies have Boats. Both have the Naval Transport.

---

---

Subject: Renegade Alert Missile Sub

Posted by [louis](#) on Mon, 28 Jun 2004 01:00:19 GMT

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---

you can still use the internal silos and have it surface to fire.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [PermaGrin](#) on Mon, 28 Jun 2004 01:15:35 GMT

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---

AircraftkillerYou're an idiot. Saying "it needs more detail" is not constructive because you could be saying anything, which is why I made the rainbow flag comment.

Let me rephrase his comment into constructive criticism you can understand.  
It looks like shit.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Renx](#) on Mon, 28 Jun 2004 01:20:11 GMT

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---

louisyou can still use the internal silos and have it surface to fire.

That's not what it did in Red Alert.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [louis](#) on Mon, 28 Jun 2004 01:28:23 GMT

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---

ACK was talking about some realism aspects of it so i mentioned a realistic alternative to the poor looking external launchers, i wasn't talking about what was or wasn't in red alert.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [PermaGrin](#) on Mon, 28 Jun 2004 01:29:51 GMT

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---

Acks a fucktard, havent you noticed?

---

---

Subject: Renegade Alert Missile Sub  
Posted by [NeoX](#) on Mon, 28 Jun 2004 01:45:51 GMT

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---

Well I have

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Mon, 28 Jun 2004 01:48:20 GMT  
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---

PermaGrinAircraftkillerYou're an idiot. Saying "it needs more detail" is not constructive because you could be saying anything, which is why I made the rainbow flag comment.

Let me rephrase his comment into constructive criticism you can understand.  
It looks like shit.

Aren't you supposed to be ignoring me? So much for keeping to what you say, "fucktard."

---

---

Subject: Renegade Alert Missile Sub  
Posted by [PermaGrin](#) on Mon, 28 Jun 2004 01:57:50 GMT  
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---

Im ignoring your general bashing comments. I have come here out of pure entertainment. I enjoy seeing how you need to defend yourself over every comment someone makes. Oh and your sub, my moms black dildo has more detail than that.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Mon, 28 Jun 2004 02:38:33 GMT  
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---

So you're not defending yourself now? Okay hypocrite...

---

---

Subject: Renegade Alert Missile Sub  
Posted by [PermaGrin](#) on Mon, 28 Jun 2004 03:36:51 GMT  
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---

no i half-ass defend myself against you. you, on the other hand, defend yourself to everyone. try reading carefully before you post.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Mon, 28 Jun 2004 03:48:08 GMT  
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---

I did, that's why you're still a hypocrite.

I don't know why you people bother. You're almost always wrong and you lack the skill necessary to argue like you know what you're talking about.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [PermaGrin](#) on Mon, 28 Jun 2004 04:19:53 GMT  
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---

yeah? sounds like someone else i know. by the way, at first i thought you just turned everyone elses topics into bullshit arguements. well, im glad to see you are a fair man and even turn your own into pointless trash.

toodles

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Mon, 28 Jun 2004 04:23:40 GMT  
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---

I wasn't alone in doing that, you know. I don't really care about the posts in the thread because the message the thread is conveying was made when I first posted it.

This is evidenced by the fact that around six people have expressed dislike of it, while over 50 commented about loving it.

---

Subject: Renegade Alert Missile Sub  
Posted by [Ferhago](#) on Mon, 28 Jun 2004 08:14:59 GMT  
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---

And who are you permagrין?

Honestly by your post count it looks like you registered solely to attack Aircraftkiller

That is lame as is NeoX who hunts him with a childlike passion now that he has a sole scrap of a weapon to put up any time he is threatened.

---

Subject: Renegade Alert Missile Sub  
Posted by [PermaGrin](#) on Mon, 28 Jun 2004 08:45:07 GMT  
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---

but if is say anything to you i will be defend myself to someone else not just the ackster. but ok, im not defending. you ask a question and im going to answer. i am oo00o00oo. so im not here soley to attack aircrack.

---

Subject: Renegade Alert Missile Sub  
Posted by [Renardin6](#) on Mon, 28 Jun 2004 12:36:13 GMT  
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---

50 guys love it ? At least maybe 10 or less...

Come on, this 'texture' ( not a skin, coz you don't understand that word ) needs some work !!! It looks bad.

Most of your dreams are not real ! ( rofl )

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Sir Phoenixx](#) on Mon, 28 Jun 2004 16:06:05 GMT  
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---

Renardin650 guys love it ? At least maybe 10 or less...

You should really learn how to count before you continue. :rolleyes:

I went through the news and update thread on the RenAlert forums, and the two threads on these forums. All together, 51 individual people posted about how they liked the model or the texture, or just the sub in general, 46 on the RenAlert forums, 5 on these. All together, only 5 people expressed their dislike for the texture (only 1 person said they didn't like the sub in general), nobody said they specifically didn't like the model. Out of these 5 people, 4 (NeoX, PermaGrin, Renardin6, and conman231. Havoc89 is the only one that I've seen that actually wasn't trying to attack Aircraftkiller) of them apparently only posted to attack Aircraftkiller.

Those that said they didn't like the sub solely because of how the missile launchers aren't on real subs, or how they aren't realistic, etc. don't count, as this is a Red Alert mod, not a realism mod, the RA Missile Sub had two missile launchers attached to the outside of the hull on shafts. (This sub also isn't an SSBN, an SSBN houses ballistic missiles in silos.)

Quote:Come on, this 'texture' ( not a skin, coz you don't understand that word ) needs some work !!! It looks bad.

Sure it does. :rolleyes: The only reason you're saying it's bad is because you don't like Aircraftkiller. You have yet to provide ANY constructive criticism, or ANY real reason why you're saying it's bad, just "IT SUCKSS!11 IT LOOKS BAD!1", you're doing the exact same thing you're constantly attacking Aircraftkiller for.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [NeoX](#) on Mon, 28 Jun 2004 16:11:32 GMT  
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---

The renalert forums is a sham. All the people there are a bunch of yes men, like every update they just post OMFG UbEr WoRk guys Sir P your the best!\$. And all of them are uneducated people as in the modding world so they dont knowwhats REALLY good and whats REALLY bad. As for when i post and say it needs more work add some more detail in the metal you(Renalert moderators) delete my posts so you are not getting the truth when your over there period no

excuse.

---

---

Subject: Renegade Alert Missile Sub

Posted by [PermaGrin](#) on Mon, 28 Jun 2004 16:25:19 GMT

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---

im sorry SirP, we should give consructive crits. but yet im confused on your teams view of "constructive."

like this you mean?

AircraftkillerThat Hum-vee looks like shit.

sure....you want constructive...no problem

PermaGrinIt looks like shit.

---

---

Subject: Renegade Alert Missile Sub

Posted by [Renardin6](#) on Mon, 28 Jun 2004 16:32:41 GMT

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---

Sir PhoenixxRenardin650 guys love it ? At least maybe 10 or less...

You should really learn how to count before you continue. :rolleyes:

I went through the news and update thread on the RenAlert forums, and the two threads on these forums. All together, 51 individual people posted about how they liked the model or the texture, or just the sub in general, 46 on the RenAlert forums, 5 on these. All together, only 5 people expressed their dislike for the texture (only 1 person said they didn't like the sub in general), nobody said they specifically didn't like the model. Out of these 5 people, 4 (NeoX, PermaGrin, Renardin6, and conman231. Havoc89 is the only one that I've seen that actually wasn't trying to attack Aircraftkiller) of them apparently only posted to attack Aircraftkiller.

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Quote:Come on, this 'texture' ( not a skin, coz you don't understand that word ) needs some work !!! It looks bad.

Sure it does. :rolleyes: The only reason you're saying it's bad is because you don't like Aircraftkiller. You have yet to provide ANY constructive criticism, or ANY real reason why you're saying it's bad, just "IT SUCKSS!11 IT LOOKS BAD!1", you're doing the exact same thing you're constantly attacking Aircraftkiller for.

And you wasted your time counting that ??? lmao, fool.

And when I say the texture is bad, it's because IT IS BAD !!! It looks like a concrete thingy... It won't go far on sea... ( I don't like ack but his work and him are 2 different things. Sometimes, his work is not shit, but ack is always a shit )

---

---

Subject: Renegade Alert Missile Sub

Posted by [Sir Phoenixx](#) on Mon, 28 Jun 2004 16:34:26 GMT

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---

We've never deleted your posts. The only posts that were deleted were a couple 'aIRCrafter you and ur textures suck!11', if you would have actually posted constructive criticism instead of your usual 'aircraftkiller u suck' it would still be there. And if you'd actually go there and look, you'd see MANY replies criticising the updates. To recap, "It looks good/ok but that front needs to be shortened/lengthened/a different color" or "I don't like it that much, the references show ... but the model/texture has..." are good constructive criticism, not your "OMG AIRCRAFTKILLER UR TEXTURES SUKS U SUCK ASS!!1".

Quote:And all of them are uneducated people as in the modding world so they dont knowwhats REALLY good and whats REALLY bad.

So what you're saying, is that they're just like you?

---

---

Subject: Renegade Alert Missile Sub

Posted by [PermaGrin](#) on Mon, 28 Jun 2004 16:39:23 GMT

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---

Sir PhoenixxTo recap, "It looks good/ok but that front needs to be shortened/lengthened/a different color" or "I don't like it that much, the references show ... but the model/texture has..." are good constructive criticism.

once again. why do ask others to do what even members of your own team cant do?

---

---

Subject: Renegade Alert Missile Sub

Posted by [NeoX](#) on Mon, 28 Jun 2004 16:40:32 GMT

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---

What ever you say.. :rolleyes: I never posted that stuff before but anyways you guys will never give up so enjoy your fourms of lies!

---

---

Subject: Renegade Alert Missile Sub

Posted by [Sir Phoenixx](#) on Mon, 28 Jun 2004 16:50:38 GMT

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PermaGrinim sorry SirP, we should give consructive crits. but yet im confused on your teams view of "constructive."

like this you mean?

AircraftkillerThat Hum-vee looks like shit.

sure....you want constructive...no problem

PermaGrinIt looks like shit.

First of all, his view is in NO WAY the teams view, second of all, what Aircraftkiller says or thinks about any other mod, or anyone elses work has absolutely nothing to do with our mod, our work, the team, or anything else. Also, what Aircraftkiller said about the Hum-vee is his opinion about the hum-vee, what you posted was only said to attack Aircraftkiller.

Quote:And when I say the texture is bad, it's because IT IS BAD !!! It looks like a concrete thingy... It won't go far on sea...

Right, black smooth metallic concrete. :rolleyes:

Quote:once again. why do ask others to do what even members of your own team cant do?

Once again, what Aircraftkiller says or does, or anyone else in the team says or does has absolutely nothing to do with this, just because he says something negative about something else doesn't matter. The only thing you're doing is showing how unbelievably immature you are.

"Yours sucks just because you said someone else's sucks!111 \*cry\*"

Quote:What ever you say.. I never posted that stuff before but anyways you guys will never give up so enjoy your fourms of lies!

Right, sure you didn't. :rolleyes:

I can get quotes if you want to keep lying.

---

Subject: Renegade Alert Missile Sub

Posted by [NeoX](#) on Mon, 28 Jun 2004 17:09:36 GMT

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---

Go for it doesnt change the fact that he edits the links i posted and then makes me look like a moron then like deletes all the posts that i said he edited my posts to cover u-p the fact thaty he really did.

Once again RenAlert = ok mod ASSHOLE creators

---

Subject: Renegade Alert Missile Sub

Posted by [NeoSaber](#) on Mon, 28 Jun 2004 17:15:13 GMT

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NeoXOnce again RenAlert = ok mod ASSHOLE creators

Hey... What did I ever do to you?

---

---

Subject: Renegade Alert Missile Sub

Posted by [Sir Phoenixx](#) on Mon, 28 Jun 2004 17:16:21 GMT

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---

Quote:Once again RenAlert = ok mod ASSHOLE creators

You'd know wouldn't you, fucking asshole. A few of us may be assholes sometimes, but we're saints compared to how you act.

Quote:and then makes me look like a moron

You don't need his help to make you look like a moron, you do a fine job of that yourself.

---

---

Subject: Renegade Alert Missile Sub

Posted by [Aircraftkiller](#) on Mon, 28 Jun 2004 17:17:28 GMT

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---

I've only deleted your posts twice. Once when you wrote absolute garbage, and another time when you called me "airfagkiller" or something similarly retarded.

Please get your facts straight, you disgusting little cretin.

---

---

Subject: Renegade Alert Missile Sub

Posted by [NeoX](#) on Mon, 28 Jun 2004 17:27:09 GMT

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---

NeoSaberNeoXOnce again RenAlert = ok mod ASSHOLE creators

Hey... What did I ever do to you?

Nothing sorry. Two of the creators.... :rolleyes:

Edit make that three.

---

---

Subject: Renegade Alert Missile Sub

Posted by [NeoX](#) on Mon, 28 Jun 2004 17:28:45 GMT

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O and Sir Phonix id like to see those posts and btw i knew you was going to say that so fuck you all you have is a bunch of yes trolls and you know it so fuck off anytime i say shit i get jumped on by fucking 50 ppl so fuck you and Ack the rest of the team is normally fine.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Sir Kane](#) on Mon, 28 Jun 2004 17:30:54 GMT  
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---

Stop being a fucktard, NeoX.

---

Subject: Renegade Alert Missile Sub  
Posted by [jd422032101](#) on Mon, 28 Jun 2004 18:49:32 GMT  
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---

yah stfu neox now!!

---

Subject: Renegade Alert Missile Sub  
Posted by [Shappy](#) on Mon, 28 Jun 2004 19:41:53 GMT  
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---

NeoSaberNeoXOnce again RenAlert = ok mod ASSHOLE creators

Hey... What did I ever do to you?

me thinks that NeoSaber is one of the best modders there :mrgreen:

---

Subject: Renegade Alert Missile Sub  
Posted by [PointlessAmbler](#) on Mon, 28 Jun 2004 19:44:07 GMT  
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---

Learn to spell and not type run on sentences and then MAYBE people will listen to you. Although that's unlikely with how you act now. All you ever do here is whine and bitch and say "OMG Airassfucker is gaaaaaaay and ur his textuer look like concret omgo mg GOGM!" every time Aircraftkiller posts. Normal, non-retarded people simply avoid and/or ignore people they don't like. You're acting more like a stalker. And the one time where Aircraftkiller acted out of line, you jump all over it, claim yourself superior, and as further proof of your immaturity plunk it down in your signature and add OWNED to it, because you were WAITING for him to screw up on something. Go kill yourself.

---

Subject: Renegade Alert Missile Sub  
Posted by [Renardin6](#) on Mon, 28 Jun 2004 19:45:36 GMT  
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---

I give constructive critics about Renalert. Check your forum. Not a lot, but good critics. ( even saying : NICE ONE !!! )

---

So when I say that a texture is bad, it's because I think it can be better. Nothing else. I don't hate ack... I don't care and laugh with his internet arguing... that's all. Sometimes I throw some fire on that oil tank...

I never saw a good critic from ack. Even if he tells what's wrong, he is still aggressive... He gets what he deserves.

So mr. Sir Phoenixx, nothing against you or your models, but I think that textures of DarkBlade are better.

SO I MAKE A CRITIC : THAT TEXTURE IS BAD, IMPROVE IT ! IT LOOKS LIKE A CONCRETE WALL !

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Mon, 28 Jun 2004 20:41:03 GMT  
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You should be banned from our forum, as we have a policy of "No idiots" invoked.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [phlakaton](#) on Mon, 28 Jun 2004 20:55:51 GMT  
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AircraftkillerFerhago

Oh and by detail instad of being generic I think they mean like this.

You know faint lines where the metal plates were welded together and little rivets

I'll do that later on. I'm not sure if it will show up right because of the size of the UV map, each one for the top and bottom is about 1024x256 so it's pretty blurred when you add tiny details in certain areas.

if you're going to spend a 1024 then make it square... video cards will basically make the 256 a 1024 when it loads into memory. You can make a shitload of details with a 1024X1024 map... I still dont make game textures with a 1024 yet! LOL.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Mon, 28 Jun 2004 20:59:48 GMT  
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---

It has plenty of detail, people just assume "no detail" when you're not looking at it with a magnifying glass.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [phlakaton](#) on Mon, 28 Jun 2004 21:08:00 GMT  
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---

AircraftkillerIt has plenty of detail, people just assume "no detail" when you're not looking at it with a magnifying glass.

I'm assuming you mean the sub you textured? That has pretty much nothing of interest in the map. Sorry to disagree but sometimes you need to take a few liberties with a texture and add some details regardless of realism. I know you want to match the sub you mentioned but based on that image I saw of that real model you could run with this quite a bit more. Do some slight panel details across the hull... make specific details for all the top edges and corners... surely a sub that's been under water for a year or two has some marine wear... streaking across the leading edges of parts... maybe not rust but oxydation streaks. It also is falling short of a metal feel. Chip away a few of those panels and reveal a slight bit of sub-surface... no pun intended. Shit... all these games we make that have specific types of vehicles... they all get modified somehow from looking exactly like the real ones.

---

Subject: Renegade Alert Missile Sub  
Posted by [louis](#) on Mon, 28 Jun 2004 22:09:12 GMT  
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---

..what about the constructive criticism i offered, that no sane nation would build such an expensive vessel and give it giant "PLEASE SHOOT ME" external missile launchers? you put the internal silos on the texture, use those.

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Mon, 28 Jun 2004 22:53:01 GMT  
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Those aren't internal silos, they're entrance hatches to each section of the Missile Sub. The front two are for each section of fire control, the center is for the bridge, and the rear three are for the nuclear engine compartments.

Quote:Do some slight panel details across the hull... make specific details for all the top edges and corners...

I added that earlier today.

Here's the result of adding some weathering effects and trimming up the hull with partition lines.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Sir Phoenixx](#) on Mon, 28 Jun 2004 23:10:08 GMT  
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Quote:if you're going to spend a 1024 then make it square... video cards will basically make the 256 a 1024 when it loads into memory. You can make a shitload of details with a 1024X1024 map... I still dont make game textures with a 1024 yet! LOL.

What are you talking about? No one said anything about 256x1024 texture maps.

The Missile Sub uses a 1024x1024 texture, about half of it is the top and bottom of the missile sub.

Quote:SO I MAKE A CRITIC : THAT TEXTURE IS BAD, IMPROVE IT ! IT LOOKS LIKE A CONCRETE WALL !

And you have yet to post ANY constructive criticism about the texture, just 'IT SUCKS! LOOKS LIKE A CONCRETE WALL!', the only difference between that and 'IT SUCKS! LOOKS LIKE SHIT!' is the comparison. Plus, there's nothing concrete about the texture, concrete is rough and usually light gray, this is mostly smooth and black.

Quote:...what about the constructive criticism i offered, that no sane nation would build such an expensive vessel and give it giant "PLEASE SHOOT ME" external missile launchers? you put the internal silos on the texture, use those.

Again, this is a Red Alert mod, not a realism mod. What part of that do you not understand? Where the missiles are launched from in real life doesn't matter AT ALL, in Red Alert the Missile Sub fired it's missiles from two box launchers mounted externally. Plus, there are NO silo doors on the texture, also, the submarine that the missile sub was made after didn't have missile silos on it.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [louis](#) on Mon, 28 Jun 2004 23:25:49 GMT  
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---

i understand that it's a red alert mod, but the team members also are going for some realistic aspects if you look at their comments. to me it looks like you gave a little kid a picture of a ssn and said "give it rocket launchers," it would look a lot better without the external ones.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Sir Phoenixx](#) on Mon, 28 Jun 2004 23:35:52 GMT  
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Quote:in Red Alert the Missile Sub fired it's missiles from two box launchers mounted externally.

!!!

We turn to realistic features if that feature wasn't specified on ingame/shp screenshots, icons, or cutscene/reder screenshots from Red Alert. The Missile Sub ingame showed two box launchers where the missiles were fired, and the icon showed it with the two box launchers. It would look stupid without them.

---

---

Subject: Renegade Alert Missile Sub

Posted by [m1a1\\_abrams](#) on Tue, 29 Jun 2004 00:10:48 GMT

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---

It looks a lot better now that you've added some more surface detailing. I thought it was pretty bland originally, but now it looks like a real submarine that's been in use for a while.

Quote:Once again, what Aircraftkiller says or does, or anyone else in the team says or does has absolutely nothing to do with this, just because he says something negative about something else doesn't matter.

That's rubbish. Of course it's relevant because you should treat others how you expect to be treated yourself. You can complain all you want at the RenAlert boards about criticism that isn't constructive, but if you're not going to make an effort to be constructive in criticising other people's work, then I'm sorry but you really deserve what you get back. You will find that if you treat others with respect, most will respect you in return. Even if you get into a confrontation, if you try to resolve it peacefully, again most people will respect you for that and they won't pursue it any further. Of course there are a few idiots that argue for the sake of it, but most people aren't like that if you give them a chance.

I'm sure that you, Ack, HTMLgod and whoever else know that there are better ways to express your criticism, but you still choose to do it the way that you do. If the other guy is pissed off at what you've said, it's not going to be constructive because he'll immediately get defensive and won't want to listen to you. I don't think I'm the first person to realise this, am I?

---

---

Subject: Renegade Alert Missile Sub

Posted by [Ferahgo](#) on Tue, 29 Jun 2004 00:14:04 GMT

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---

Ah that looks MUCH better very good work

---

---

Subject: Renegade Alert Missile Sub

Posted by [NeoX](#) on Tue, 29 Jun 2004 00:18:10 GMT

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---

Indeed looking better!

---

Subject: Renegade Alert Missile Sub  
Posted by [Fabian](#) on Tue, 29 Jun 2004 00:40:55 GMT  
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---

if there is going to be a giant crease between the hull and the upper...thingy, you might as well make it look deliberate (compare this image to the ones above):

---

Subject: Renegade Alert Missile Sub  
Posted by [Renardin6](#) on Tue, 29 Jun 2004 00:52:57 GMT  
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---

:rolleyes: I give up... I never said : IT SUX...

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Tue, 29 Jun 2004 01:20:18 GMT  
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---

A crease is there because it would take too much time to figure out where to paint each line to make it smoothed off.

The sail is lowered into the Submarine hull, it's not vertex matched.

---

Subject: Renegade Alert Missile Sub  
Posted by [Fabian](#) on Tue, 29 Jun 2004 01:23:19 GMT  
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---

I know.

I'm saying that since making it smooth together and look like one solid piece is impossible or not worth the effort, draw an actual crease like i did on the pic above to make it look more deliberate, and less like a shortcoming.

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Tue, 29 Jun 2004 01:27:17 GMT  
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---

That's what I just said would take too much time, the crease would have to be found on the UV map for both portions and I'd spend about three hours trying to perfect it.

The release is within three weeks, I have to focus on more important things.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Sir Phoenixx](#) on Tue, 29 Jun 2004 01:33:27 GMT  
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Quote:I give up... I never said : IT SUX...

"It's bad." means the same as "It sucks.", genius. :rolleyes:

m1a1\_abramsIt looks a lot better now that you've added some more surface detailing. I thought it was pretty bland originally, but now it looks like a real submarine that's been in use for a while.

Quote:Once again, what Aircraftkiller says or does, or anyone else in the team says or does has absolutely nothing to do with this, just because he says something negative about something else doesn't matter.

That's rubbish. Of course it's relevant because you should treat others how you expect to be treated yourself. You can complain all you want at the RenAlert boards about criticism that isn't constructive, but if you're not going to make an effort to be constructive in criticising other people's work, then I'm sorry but you really deserve what you get back. You will find that if you treat others with respect, most will respect you in return. Even if you get into a confrontation, if you try to resolve it peacefully, again most people will respect you for that and they won't pursue it any further. Of course there are a few idiots that argue for the sake of it, but most people aren't like that if you give them a chance.

I'm sure that you, Ack, HTMLgod and whoever else know that there are better ways to express your criticism, but you still choose to do it the way that you do. If the other guy is pissed off at what you've said, it's not going to be constructive because he'll immediately get defensive and won't want to listen to you. I don't think I'm the first person to realise this, am I?

Nope, what he says about someone else's work is irrelevant. It's pathetic, and immature to attack his work because he said something bad about someone else's.

(Also, I've always given constructive criticism and suggestions on how to improve something.)

---

---

Subject: Renegade Alert Missile Sub  
Posted by [NeoX](#) on Tue, 29 Jun 2004 01:43:04 GMT  
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---

AircraftkillerThat's what I just said would take too much time, the crease would have to be found on the UV map for both portions and I'd spend about three hours trying to perfect it.

The release is within three weeks, I have to focus on more important things.  
Just a question but is it possible to make everything in the same portions in the UVW editor?

---

---

Subject: Renegade Alert Missile Sub

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Posted by [Sir Phoenixx](#) on Tue, 29 Jun 2004 01:49:31 GMT

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What do you mean "in the same portions"?

---

---

Subject: Renegade Alert Missile Sub

Posted by [NeoX](#) on Tue, 29 Jun 2004 03:55:03 GMT

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---

Like so each poly is the in the same scale as the rest. Like a small poly in the model say the end of a barrel isnt bigger then the stock of the gun so its in scale withe the rest of the model so a small poly is still a smaller poly in the uvw.

---

---

Subject: Renegade Alert Missile Sub

Posted by [PiMuRho](#) on Tue, 29 Jun 2004 06:27:32 GMT

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Sir Phoenixx

What are you talking about? No one said anything about 256x1024 texture maps.

The Missile Sub uses a 1024x1024 texture, about half of it is the top and bottom of the missile sub.

Well....

Aircraftkillerhe size of the UV map, each one for the top and bottom is about 1024x256

---

---

Subject: Renegade Alert Missile Sub

Posted by [Sir Phoenixx](#) on Tue, 29 Jun 2004 12:13:33 GMT

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---

He said that each of the top and the bottom take up a 256 pixel wide area on the texture, not that the texture was 256x1024.

Quote:Like so each poly is the in the same scale as the rest. Like a small poly in the model say the end of a barrel isnt bigger then the stock of the gun so its in scale withe the rest of the model so a small poly is still a smaller poly in the uvw.

Then you meant "Proportions", not "Portions". Aircraftkiller said that the crease would have to be found on both portions, as in both the hull and the sail thing...

Anyways, that's pretty much how I make the uvw maps, the larger areas on the model get the

---

larger areas on the UVW map, like the top and bottom of the hull, they were as large as possible on the UVW map and only took up about 1/3-1/2 of it, the next largest were the fins, nose, missile launcher and the sail, then all the little parts like the propellers and antennae, etc.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [PsycoArmy](#) on Tue, 29 Jun 2004 12:50:47 GMT  
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---

AircraftkillerA crease is there because it would take too much time to figure out where to paint each line to make it smoothed off.

The sail is lowered into the Submarine hull, it's not vertex matched.

Well if your planning on making professional models you will have to learn how make it uncreased.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Fabian](#) on Tue, 29 Jun 2004 13:21:30 GMT  
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---

Those two pieces of the sub should have been boolean unified. If they were, then there should be no problem in finding where to paint the crease.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [phlakaton](#) on Tue, 29 Jun 2004 15:28:23 GMT  
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Ok... I never saw anyone say it was a 1024X1024.... just it uses 1024 and 256 for the top and bottom or some shit... ya know what... the bottom line is this... nobody should be using a 1024 map unless they plan to make this thing look like a friggin masterpiece. There is no excuse for not being able to make this sub work with a 512X512 from what I see in these images. If you can't get the details you need with what you're using then perhaps it's poor management of the texture space. Someone should post the texture map itself so I can see what's happening with it. Build a texture that spans the width of a 512 that's half the sub hull... build the other right below the first... shit... you got about 1/3 the texture left for those other bits... the top... missile racks...

Some people might not know about the video card rules with textures that aren't 1.1 anyway.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [PermaGrin](#) on Tue, 29 Jun 2004 15:56:54 GMT  
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You mean it is not a masterpiece?[/sarcasm]

---

---

Subject: Renegade Alert Missile Sub

Posted by [phlakaton](#) on Tue, 29 Jun 2004 16:16:50 GMT

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I can't say I've done any real masterpieces in my art... I always have some problem with a portion of what I do. That said there is always room for improvement in this stuff... raising the bar is a hard thing to do and it takes a lot of time and effort. Painting a map like a 1024 isnt something that happens in a day... think about all the pixels you can manipulate in that kind of huge space. I worked on a few maps that size for a Dreamcast demo and it took about 3 solid days of noodling to say I had used the size for what it was worth.

I dont think this sub is bad... I think it needs some more love. The images that were posted of it to me suggest a critique is what Aircraft wants. If he doesn't want a critique then better to not post. I got nailed in architecture school for drawings by old men in bowties and they didnt pull any punches whatsoever... they were brutal. Being able to take that kind of straight-up punishment about your work takes some tongue biting I know but it's worth it if you can pull some different views out of it and apply it to your piece. Being defensive is not going to help the issue. Sure some people are going to make wack comments that are off base but hey... a lot of the time they have very good points. Like it looks like concrete... I think it does because of the grain in the texture... metal is much smoother in a sub... so with that said you could disagree with my comment about metal being much smoother... yes... it could be grainier... but hey... that's a critique and every angle of commentary is helpful even if it hurts you ego.

---

---

Subject: Renegade Alert Missile Sub

Posted by [Sir Phoenixx](#) on Tue, 29 Jun 2004 16:59:36 GMT

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---

The only difference between making a 512x512 texture and a 1024x1024 texture is that the finished product will be less pixelated and show finer details with a 1024x1024.

Let's see, 250 by 1000 pixels, or 120 by 500 pixels area for the top or bottom half... Lower pixelation and finer details vs very pixelated and low detail. Yeah, that's a hard decision. :rolleyes:

Quote:Well if your planning on making professional models you will ahve to learn how make it uncreased.

We \*never\* said that we didn't know how to make them joined together. It's completely unnecessary, why effectively double the polygons in that area just to add a barely noticeable effect?

---

---

Subject: Renegade Alert Missile Sub

Posted by [Ferhago](#) on Tue, 29 Jun 2004 17:08:05 GMT

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---

Ok. This has gone on too long. You guys just need to say "Ha ha we dont care what you think" and move on. The model is fine. The texture is fine.

---

Subject: Renegade Alert Missile Sub

Posted by [phlakaton](#) on Tue, 29 Jun 2004 17:09:03 GMT

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Ok. You guys know what's best. Someone with some bleedin' experience is willing to offer you advice and it's argue time... yippee. Welp... keep making your models and textures then and submit them to a few companies... let's see who hires you. It won't be any I know that are half-way decent.

Ciao

---

Subject: Renegade Alert Missile Sub

Posted by [Aircraftkiller](#) on Tue, 29 Jun 2004 17:52:04 GMT

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---

I don't post my work in forums, last thing I want is for it to get stolen.

---

Subject: Renegade Alert Missile Sub

Posted by [PermaGrin](#) on Tue, 29 Jun 2004 18:03:50 GMT

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---

Did he say post in forums or submit to companies?

---

Subject: Renegade Alert Missile Sub

Posted by [KIRBY098](#) on Tue, 29 Jun 2004 18:15:10 GMT

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---

Aircraftkiller! don't post my work in forums, last thing I want is for it to get stolen.

Lovely. You have managed to misinterpret, and tick off the lead artist of the very game you are modifying.

---

Subject: Renegade Alert Missile Sub

---

Posted by [Ferhago](#) on Tue, 29 Jun 2004 18:16:42 GMT

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---

GIVE IT A FUCKING REST ALREADY

---

---

Subject: Renegade Alert Missile Sub

Posted by [KIRBY098](#) on Tue, 29 Jun 2004 18:19:15 GMT

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phlakatonOk. You guys know what's best. Someone with some bleedin' experience is willing to offer you advice and it's argue time... yippee. Welp... keep making your models and textures then and submit them to a few companies... let's see who hires you. It won't be any I know that are half-way decent.

Ciao

Unfortunately this is all that's left of this mod community. He's driven off the rest of them, and continues to lambaste the ones that are left.

I know the fellas over at reborn would love to have your input, and quite frankly I would love to see you give it.

Mr. Holmes needs a helping of humble pie.

---

---

Subject: Renegade Alert Missile Sub

Posted by [Aircraftkiller](#) on Tue, 29 Jun 2004 18:23:29 GMT

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---

If you had paid attention, the person he was upset with was Sir Phoenixx. I've been cooperative with him this entire thread, now find something better to do than stalk my posts.

Just so you know, he wasn't the lead artist of the game. He was the lead level artist, that's a difference from being the lead artist of the entire game.

Lead Artists Elie Arabian (Characters, Vehicles, Weapons, Animation, In-game Cinematics), Joseph Black (Levels, Buildings, Light mapping), Eric Kearns (Levels, Multiplayer Levels, Light mapping)

Quote:Someone should post the texture map itself so I can see what's happening with it.

That isn't misintrepreting anything. He's asking for me to post the texture map I made and I don't want to do it because I'm certain someone here will make off with it and call it their own work.

I'll just do this, instead... The map is saved with a good amount of JPEG compression, so I'll know if you tried calling it your own, as if it weren't obvious already.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [KIRBY098](#) on Tue, 29 Jun 2004 18:29:00 GMT  
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---

AircraftkillerI've been cooperative with him this entire thread, now find something better to do than stalk my posts.

I am hardly stalking you. You are far less important than that.

phlakaton is the only direct former WW employee that bothers to communicate with this community. When he posts, I read.

Stalking would be involving myself in every petty argument you get yourself into daily on these forums.

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Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Tue, 29 Jun 2004 18:34:22 GMT  
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Like the one you're instigating right now just to give yourself an attempt at the moral high ground of "bitch at them?"

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Subject: Renegade Alert Missile Sub  
Posted by [PermaGrin](#) on Tue, 29 Jun 2004 18:38:59 GMT  
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why the hell would someone want to steal a texture map....no wait....a SKIN that is laid out for a particular model? not like somones going to take it and slap it on a tank and have it come out right. LOL @ taking off with your SKIN. you need to bring your ego down a notche or two.

---

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Subject: Renegade Alert Missile Sub  
Posted by [KIRBY098](#) on Tue, 29 Jun 2004 18:45:16 GMT  
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AircraftkillerLike the one you're instigating right now just to give yourself an attempt at the moral high ground of "bitch at them?"

You're right. Maybee I should do something far more intelligent like post "REBORN SUCKS".

You and Phoenix, while talented, are taking yourselves far too seriously, and shouldn't discount the advice of a senior, and clearly more talented representative of the gaming industry.

Try being respectful, and not getting insulted whenever someone critiques your work in a constructive manner. How many times do you think he's heard about how much certain maps suck by totally unqualified idiots with no appreciation of the amount of work that went into doing it?

As far as moral high ground goes, I had the advantage before this conversation even began.

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Subject: Renegade Alert Missile Sub  
Posted by [Fabian](#) on Tue, 29 Jun 2004 19:07:52 GMT  
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Subject: Renegade Alert Missile Sub  
Posted by [KIRBY098](#) on Tue, 29 Jun 2004 19:09:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Tue, 29 Jun 2004 19:11:48 GMT  
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KIRBY098AircraftkillerLike the one you're instigating right now just to give yourself an attempt at the moral high ground of "bitch at them?"

You're right. Maybe I should do something far more intelligent like post "REBORN SUCKS".

You and Phoenix, while talented, are taking yourselves far too seriously, and shouldn't discount the advice of a senior, and clearly more talented representative of the gaming industry.

Try being respectful, and not getting insulted whenever someone critiques your work in a constructive manner. How many times do you think he's heard about how much certain maps suck by totally unqualified idiots with no appreciation of the amount of work that went into doing it?

As far as moral high ground goes, I had the advantage before this conversation even began.

I'm not discounting the advice of Eric, you don't even fucking know him or why he's posting here... Or how he even came to be around posting here to begin with.

I take his advice in way more regard than I take your incessant bullshit about things you've got nothing to do with.

---

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Subject: Renegade Alert Missile Sub

Posted by [KIRBY098](#) on Tue, 29 Jun 2004 19:27:16 GMT

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:rolleyes:

As usual, a VERY mature use of intellect, and the English language. Do I need to know the President to respect him?

Do I need to know Eric to respect him?

The answer to both is no. Thier attitude and work ethic tell me all I need to know.

You on the other hand, gain nothing but contempt with your pompous, self righteous and namedropping stupidity. It invalidates any credit you might gain by attention to detail on modifications.

You sir, are nothing but a socially reprehensible unskilled laborer.

Nothing more, nothing less and no amount of bull on these forums will ever change your status as "angry whiny nobody", and your inability to keep your anger in check to have a decent conversation only brings out these "fine" qualities.

When you post in a public forum, it's no longer "your" business anymore. It's everyones who is reading it.

From Miriam Webster:

One entry found for forum.

Main Entry: fo·rum

Pronunciation: 'fOr-&m, 'for-

Function: noun

Inflected Form(s): plural forums also fo·ra /-&/

Etymology: Latin; akin to Latin foris outside, fores door -- more at DOOR

1 a : the marketplace or public place of an ancient Roman city forming the center of judicial and public business b : a public meeting place for open discussion c : a medium (as a newspaper) of open discussion or expression of ideas

2 : a judicial body or assembly : COURT

3 a : a public meeting or lecture involving audience discussion b : a program (as on radio or television) involving discussion of a problem usually by several authorities

If I had intercepted a private communication you would be right.

But you aren't.

---

---



Subject: Renegade Alert Missile Sub

Posted by [Aircraftkiller](#) on Tue, 29 Jun 2004 19:37:46 GMT

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Quote:You on the other hand, gain nothing but contempt with your pompous, self righteous and namedropping stupidity. It invalidates any credit you might gain by attention to detail on modifications.

What relevance does this have to anything? Oh, wait, it has something to do with you being a hypocrite. Great job.

Quote:You sir, are nothing but a socially reprehensible unskilled laborer.

Now you're going to take shots at my life when you don't know me? Okay, you're a purple monkey dishwasher... That's about the entire point you're making summed up into one nonsensical sentence.

Quote:When you post in a public forum, it's no longer "your" business anymore. It's everyone's who is reading it.

And yet you choose to whine about something you're voluntarily reading? What kind of sense does that make?

Quote:If I had intercepted a private communication you would be right.

Well, seeing as how you don't modify Renegade or its engine, know little to nothing about how it works, and basically troll the forum and play the game - it's kind of obvious that you don't have any business being in here unless your entire rationale is to harass people for whatever reason. I could see you harassing me were you actually doing anything productive on the side, that's pretty understandable. You put something in, you take something out.

You're not doing that.

Now, tell me. Are you going to continue following me around to post about what I do, when the tables could easily be turned into what \*you\* do to people who write their own replies to threads?

I enjoy reading your posts, but when it comes into baseless accusations because you need something to whine and bitch about, just like most of the people on this forum, you make me think you're a goddamn retard. A grown man out of the Navy acting like he's some 12 year old punk who can't take a few words written on a public forum.

---

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Subject: Renegade Alert Missile Sub

Posted by [KIRBY098](#) on Tue, 29 Jun 2004 19:57:28 GMT

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Allow me to retort.

Statement #1:

It has everything to do with respect for the opinion of a lead artist who helped make this game.

Statement #2:

This has everything to do with your inability to take critiques, and inability to respond to a valid observation on inter-personal relationships in this community, due to your inflated ego because you modify a dead video game. Know your place. You are no one special, and as such, have no right to super inflate yourself over anyone else, and your opinion is no greater than mine.

A reality check if you will.

Statement #3:

Posting my observations on your irregular behavior is hardly whining.

Statement #4:

Do I, as an intelligent entity really need to understand every intricacy of modifications to appreciate what you do? I don't know how to be a president, but I KNOW it isn't easy. Yet, I have no qualifications to remark this. Does it mean I have no clue as to what it would take to be one? No.

If you need to validate my ability to post anything on this forum, then here is my contribution.

Common sense, and dignity. Something lacking in great quantity on these boards.

If you mean do I intend to remark on hypocrisy wherever I see it, then yes. Will I always remark about stupidity, inconsistencies, and half truths? Yes.

I have no intention to follow your posts other than remarking about that PUBLIC topic. If it so happens you and I butt heads, then so be it. You seem to forget that I agree with you just as much as I dissent.

---

Subject: Renegade Alert Missile Sub

Posted by [OnfireUK](#) on Tue, 29 Jun 2004 21:02:54 GMT

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---

Erm.. Back on topic,

It looks pretty good but for some reason the front of the sub seems weird shaped to me...

Ferhago

It would be nicer to see it more straight like this one.

And like this model it would be nice for you to include those like holes, but I think Ferhago mentioned that already.

Subject: Renegade Alert Missile Sub

Posted by [Sir Phoenixx](#) on Tue, 29 Jun 2004 23:18:03 GMT

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Quote:It's based off an Akula, but with an enlarged front and the missile launchers to match the RA missile sub.

---

Subject: Renegade Alert Missile Sub

Posted by [Aircraftkiller](#) on Wed, 30 Jun 2004 00:16:08 GMT

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---

KIRBY098Allow me to retort.

Statement #1:

It has everything to do with respect for the opinion of a lead artist who helped make this game.

And where have I ever disregarded what he's said? He's the guy who kept me going in this, without his help over a year ago I would have still been making things like "Tropics" which blow ass.

Quote:Statement #2:

This has everything to do with your inability to take critiques, and inability to respond to a valid observation on inter-personal relationships in this community, due to your inflated ego because you modify a dead video game. Know your place. You are no one special, and as such, have no right to super inflate yourself over anyone else, and your opinion is no greater than mine.

There is a difference between accepting criticism and "inability to do so." If someone tells me it looks like concrete, or it looks like shit, that's criticism - great and all, but I'm going to keep telling them they're wrong until they conclusively prove otherwise as Ferhago did with the submarine detail image. Saying "detail" means shit to me unless I can see what you want.

I have no ego. I simply say it how it is, and I always have. For example, Reborn sucks, and probably always will.

The game is not dead, if it were dead there would be no one playing it.

I never said I was anyone special. I don't care to be someone special, and inferring that I ever did it a fallacy of logic because you lack the ability to actually comprehend what I'm saying without instantly blowing it off as an "egotistical ranting."

"They say you don't matter and yet they can't stand to have your disapproval." :rolleyes:

Quote:Statement #3:

Posting my observations on your irregular behavior is hardly whining.

I've been doing this for close to four years. Maybe you need to rethink your observations because you're not observing very well.

Quote:Common sense, and dignity. Something lacking in great quantity on these boards.

If you want to start preaching about dignity, knock off the posts you're making and allow me to be the only person acting the way I am. Otherwise you're contradicting yourself and, to quote Agent Monkeysee, "IT DOESN'T FUCKING MATTER."

Quote:If you mean do I intend to remark on hypocrisy wherever I see it, then yes. Will I always remark about stupidity, inconsistencies, and half truths? Yes.

Then you're going to need to quote yourself and fix a lot of what you've been writing as of late.

Quote:I have no intention to follow your posts other than remarking about that PUBLIC topic. If it so happens you and I butt heads, then so be it. You seem to forget that I agree with you just as much as I dissent.

I don't really care if you dissent with me. Resorting to what you're writing is more than dissent, it's an attempt at character assassination. Feels almost like you're taking a page out of Clinton's playbook.

---

Subject: Renegade Alert Missile Sub  
Posted by [Fabian](#) on Wed, 30 Jun 2004 01:49:10 GMT  
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AircraftkillerI have no ego.

Oh man, that's going in my sig.

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Wed, 30 Jun 2004 02:48:32 GMT  
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That's great, it doesn't change the fact that I hold no ego. All I do is what I've listed, and the fact that I constantly learn and find new ways to improve myself.

That is my primary goal in what I'm doing, to become better and more professional. The least of my concerns would be people like you posting in forums about me when you know little, if anything at all, about who I am.

---

Subject: Renegade Alert Missile Sub  
Posted by [Fabian](#) on Wed, 30 Jun 2004 03:21:40 GMT  
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AircraftkillerAll I do is [list] the fact that I constantly learn and find new ways to improve myself...my primary goal...[is] to become better

AircraftkillerI have no ego.

Silence, fool.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Wed, 30 Jun 2004 04:24:14 GMT  
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---

That's not ego, that's perfectionism.

e-go P Pronunciation Key (g, g)  
n. pl. e-gos  
An exaggerated sense of self-importance; conceit.  
Appropriate pride in oneself; self-esteem.

per-fec-tion-ism (pr-fksh-nzm)  
n.  
A tendency to set rigid high standards of personal performance.

There you go, fool. At least figure out what you're talking about before, you know, you actually write it...

---

---

Subject: Renegade Alert Missile Sub  
Posted by [xptek\\_disabled](#) on Wed, 30 Jun 2004 05:09:25 GMT  
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---

Does everyone need to have something related in AK in their sigs? :rolleyes:

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Doitle](#) on Wed, 30 Jun 2004 05:32:24 GMT  
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---

Well hes controversial and posts alot, theres alotta fodder. He's prolly the most quotable person just cause there are more words from him than others out there. But Not everyone has ACK in their sig, don't worry.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Renardin6](#) on Wed, 30 Jun 2004 07:28:58 GMT  
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---

blah blah blah

Quote:blah blah blah blah blah blah blah

blah blah blah

Quote:blah blah blah blah blah blah blah

blah blah blah

Quote:blah blah blah blah blah blah blah

Time to close this thread... Arguing Masters bore me... :rolleyes:

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Wed, 30 Jun 2004 07:55:31 GMT  
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---

Then don't read it, you fucking idiot.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Slash0x](#) on Wed, 30 Jun 2004 09:04:09 GMT  
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---

Okay everyone, calm down...close your eyes and remember "the box"...

PS: THIS AGAIN!?!?!?

---

---

Subject: Renegade Alert Missile Sub  
Posted by [jd422032101](#) on Wed, 30 Jun 2004 12:39:38 GMT  
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---

some one close this.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Renardin6](#) on Wed, 30 Jun 2004 17:36:01 GMT  
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---

AircraftkillerThen don't read it, you fucking idiot.

as asked before, close it.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Shappy](#) on Wed, 30 Jun 2004 21:40:31 GMT  
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---

damn...

---

Subject: Renegade Alert Missile Sub  
Posted by [Sir Kane](#) on Wed, 30 Jun 2004 21:45:25 GMT  
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---

[list][\*] Renardin6 = spamma[/list:u]

Renegade Alert Ownz Reborn and you know it.

---

Subject: Renegade Alert Missile Sub  
Posted by [Hav0c](#) on Wed, 30 Jun 2004 21:49:06 GMT  
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---

Ofcourse it does RA has a completely dedicated team and is alot further along than Reborn atm, when both are 100% finished, then we'll see which is more fun

I know the one im for Not that i don't like RA cos i do, just i never played Red Alert, only TS and FS

---

Subject: Renegade Alert Missile Sub  
Posted by [Sir Kane](#) on Wed, 30 Jun 2004 21:53:17 GMT  
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---

Off topicSeeing the current and future features of Renegade Alert makes me know what will be better.

And Reborn would be much further if they didn't fuck up in the first place

---

Subject: Renegade Alert Missile Sub  
Posted by [OnfireUK](#) on Wed, 30 Jun 2004 22:51:06 GMT  
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---

Sir PhoenixxQuote:It's based off an Akula, but with an enlarged front and the missile launchers to match the RA missile sub.

:oops:

sorry must not have read it thoroughly...

---

In that case ... I suppose its pretty cool

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Renardin6](#) on Sat, 03 Jul 2004 12:31:25 GMT  
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---

Silent Kane  
Renegade Alert Ownz Reborn and you know it.

I know you are a moron ass licker for sure !

Go lick ack's ass

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Deactivated](#) on Sat, 03 Jul 2004 12:32:35 GMT  
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---

Silent Kane[list][\*] Renardin6 = spamma[/list:u]

Renegade Alert Ownz Reborn and you know it.

BHS Code of Conduct violation!

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 13:12:22 GMT  
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---

If you haven't figured it out already, we don't care.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Deactivated](#) on Sat, 03 Jul 2004 17:36:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You don't care about the image of Black Hand Studios?

---

---

Subject: Renegade Alert Missile Sub  
Posted by [SuperFlyingEngi](#) on Sat, 03 Jul 2004 18:38:59 GMT  
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---



Hm...the model looks kind of funky... I think it would look better if you took off those goofy looking missile boxes off of the front and have the missiles come out of the missile tubes in the back straight up for 20 M or so and then have them turn off in the direction they are going. Also, Missile Subs can fire their missiles from surprisingly deep depths, orr would that be too un-true to RenAlert?

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Sir Phoenixx](#) on Sun, 04 Jul 2004 02:18:22 GMT  
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---

How many times do I have to repeat myself? :rolleyes:

The Red Alert Missile Sub had two box missile launchers on mounted on the top of the sub. The missile sub DIDN'T have internal silos, they were fired horizontally from these external missile launchers. There aren't any silo doors anywhere on this model/texture. Where real submarines have them DOESN'T matter. The only time we'll use realistic features is if they weren't specified on ingame screenshots/cutscenes/icons/etc. from Red Alert.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [SuperFlyingEngi](#) on Sun, 04 Jul 2004 02:24:09 GMT  
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---

And yet, I still think it looks really goofy. And looking at the texture again, what are those three manhole-looking things right behind the conning tower?

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Sun, 04 Jul 2004 04:43:08 GMT  
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---

I explained that already, each one is an entrance to each compartment of the nuclear reactor section of the submarine.

The front two are for fire control.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Renardin6](#) on Sun, 04 Jul 2004 12:11:45 GMT  
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---

AircraftkillerIf you haven't figured it out already, we don't care.

End of the story.

---

---

Subject: Renegade Alert Missile Sub

Posted by [Renx](#) on Sun, 04 Jul 2004 14:51:27 GMT

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---

Odd, from the last few pages, and various other thread around here, I could of sworn that YOU were argueing too...

---

---

Subject: Renegade Alert Missile Sub

Posted by [SuperFlyingEngi](#) on Sun, 04 Jul 2004 15:49:21 GMT

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---

Aircraftkillerl explained that already, each one is an entrance to each compartment of the nuclear reactor section of the submarine.

The front two are for fire control.

Well, that's what I get for not reading the first 5 pages of this thread because it was too long...

Why in the world does the crew of a submarine have to climb down a porthole on the outside of the sub to get to the fire control room? Or is it just there for fun?

Also, I'm willing to bet money that the reason the missile sub has those goofy missile boxes instead of actual missile submarine things is ebcause Westwood couldn't make a good top-down firing animation for Red Alert 2, so instead just put some missile racks on the model to solve the problem. And to really stop the submarine from firing it's missiles underwater and accomplishing anything, could you give it a special munition type that no other weapon has, and put a blocker for that type right at the surface? So all its shots explode at the surface instead of flying out of the water? Also, do the Soviets have any other real naval attack craft? Because if they didn't you could put another missile blocker right below where all the hulls of the Allied ships would be, and thus, the sub wouldn't be able to hit anything untiil it surfaced, at which point it could pound naval units. Just a thought.

---

---

Subject: Renegade Alert Missile Sub

Posted by [Sir Phoenixx](#) on Sun, 04 Jul 2004 16:21:14 GMT

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---

Quote:Westwood couldn't make a good top-down firing animation for Red Alert 2

This isn't Red Alert 2...

Why they made it that way doesn't matter, the only thing that matters is the fact that they did make it that way.

---

---

Subject: Renegade Alert Missile Sub

Posted by [SuperFlyingEngi](#) on Sun, 04 Jul 2004 18:37:50 GMT

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---

Whatever, don't change it if you don't want to, but I think it looks really silly right now.

---

Subject: Renegade Alert Missile Sub

Posted by [bighairybear](#) on Mon, 05 Jul 2004 22:23:18 GMT

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---

After reading all this thread.

I like the sub, looks cool. The nose is a odd shape but many modern subs have odd shape noses. I think the darkgrey/black textures looks a lot better than the grey ones.

What i dont understand is why someone would complain that this ...

doesnt look like this

Why are you people so obsessed with making tiny icon sized graphics into large 3d objects? It just doesnt work !

Tank the renegade Nod light tank, it looks nothing like the grey teapot that used to patrol the command & conquer game, but it does look a lot better.

Dont get me wrong, following the original should always be a basis for any work of this kind but it will only take you so far.

---

Subject: Renegade Alert Missile Sub

Posted by [SuperFlyingEngi](#) on Mon, 05 Jul 2004 22:40:09 GMT

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---

\*hint hint wink wink screw the rocket pods and make it look like a real sub.\*

Actually, it would be awesome if you just replaced the sub model you have now with a typhoon. It's a Russian ICBM sub, and it's very neat.

---

Subject: Renegade Alert Missile Sub

Posted by [Sir Phoenixx](#) on Mon, 05 Jul 2004 23:20:57 GMT

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---

The missile sub is supposed to have the rocket launchers, removing them will do nothing but screw it up and make it innacurate.

This isn't a realism mod, since this feature was on every possible reference from Red Alert, what real subs have doesn't matter, at all.

There is absolutely no reason what so ever to remove the rocket launchers.

---

---

Subject: Renegade Alert Missile Sub

Posted by [SuperFlyingEngi](#) on Tue, 06 Jul 2004 01:49:42 GMT

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---

I don't care how realistic it is, make the missile sub look like whatever you want. The reason you should consider removing the rocket pods is that they are ugly and stupid.

---

---

Subject: Renegade Alert Missile Sub

Posted by [Sir Phoenixx](#) on Tue, 06 Jul 2004 13:14:26 GMT

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---

Removing them will make the sub ugly and stupid, it's supposed to have them. That's like telling us to remove the extra barrel on the heavy tank or the extra barrel and the rocket launchers on the mammoth tank because real tanks don't have them, or removing the tesla coil (tesla soldier, tank, rifle too) from the game, or the flame tower, etc. from the game because they're not realistic.

Also...

Quote:There is absolutely no reason what so ever to remove the rocket launchers.

---

---

Subject: Renegade Alert Missile Sub

Posted by [SuperFlyingEngi](#) on Tue, 06 Jul 2004 14:52:35 GMT

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---

No....I don't necessarily care how realistic it looks, I'm just saying that the sub looks stupid with some big boxes sticking out the top. If you made an entriely new submarine model that is not realistic at all and that no one has ever even seen, but looks great, I would not object to it at all.

---

---

Subject: Renegade Alert Missile Sub

Posted by [Sir Phoenixx](#) on Tue, 06 Jul 2004 16:01:15 GMT

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---

Quote:There is absolutely no reason what so ever to remove the rocket launchers.

I'll just keep quoting myself until you're finally able to comprehend it...

---

---

Subject: Renegade Alert Missile Sub

Posted by [HELLBILLY DELUXE](#) on Tue, 06 Jul 2004 16:23:21 GMT

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---

I like it. Looks like a submarine with rocket pod....oh that's what it should be. I liked ACK's post about the rainbow submarine^

---

Subject: Renegade Alert Missile Sub

Posted by [Doitle](#) on Tue, 06 Jul 2004 16:32:34 GMT

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---

Sir Pheonix you should... Maybe read engi's comments just a little bit closer.

Quote:There is absolutely no reason what so ever to remove the rocket launchers.

Quote:The reason you should consider removing the rocket pods is that they are ugly and stupid.

See? He thinks they look ugly and stupid. That's why he thinks they should be removed. If you don't agree SP then don't. That's SFE reason for wanting them removed.

---

Subject: Renegade Alert Missile Sub

Posted by [HELLBILLY DELUXE](#) on Tue, 06 Jul 2004 16:35:48 GMT

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---

He says, that he wants them removed. He doesn't say, that he wants them changed. I think thats Sirphoenix' point.

---

Subject: Renegade Alert Missile Sub

Posted by [phlakaton](#) on Tue, 06 Jul 2004 16:44:15 GMT

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---

LMAO. This all reminds me of my time at EALA when a certain "producer" wanted to change a particular piece of art but didn't know what he wanted changed. All he knew is he was "producer" and he didn't like "something" ... not that he knew. He was Mr. "producer." So he leaves it up to me... Mr. "Lead Artist" and says you make the call... so I say it's done. But that wasn't good enough... so he wanted it changed. Not sure what he wanted changed. But it was my call. LOL. At least here there is a clear issue. Rocket Pods. I say leave em. Use em. Play with em. Form follows function in this case I guess... right? LOL.

---

Subject: Renegade Alert Missile Sub

Posted by [SuperFlyingEngi](#) on Tue, 06 Jul 2004 18:03:41 GMT

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---

...I don't not know what I want changed...I say the rocket pods should be removed and replaced with vertically-firing launch tubes...but if Sir Phoenixx doesn't want to change it, then that's cool - I guess it's mostly a matter of taste.

And doitle, thanks.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Doitle](#) on Tue, 06 Jul 2004 18:38:45 GMT  
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No Problem It's what I do around here.

---

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Subject: Renegade Alert Missile Sub  
Posted by [Sir Phoenixx](#) on Tue, 06 Jul 2004 19:44:57 GMT  
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Just because he thinks it's ugly and stupid is NO reason to remove it. A reason would be if it wasn't on the sub in any references.

Quote:No....I don't necessarily care how realistic it looks

You're bitching about how ugly and stupid it looks because real subs don't have rocket launchers like that, because it's not realistic and how it should have vertical internal launchers because that's what real subs fire them from(which isn't true in this case, since this particular sub in real life doesn't have any silos at all.), and yet you don't care how realistic it looks? :rolleyes:

Quote:Form follows function in this case I guess... right? LOL.

ALL visual references from Red Alert of the missile sub clearly show a Russian Akula submarine, with two rocket launchers mounted on the top of it.

Quote:I guess it's mostly a matter of taste.

No, taste has nothing to do with this. It's a matter of common sense. The Red Alert missile sub had two rocket launchers mounted externally, since this mod is supposed to be Red Alert, the missile sub was made with two rocket launchers mounted externally.

Let me rephrase it...

There is absolutely no VALID reason what so ever to remove the rocket launchers.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [smwScott](#) on Tue, 06 Jul 2004 20:06:56 GMT  
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An ideal way to handle it would be to incorporate a torpedo system. The sub fires a torpedo, the torpedo floats to the top and then launches a missile (this would be the best way, and a similar system is used in real warfare, but I doubt it would be possible or at least very hard to do). Either that or have the missiles fire upwards out of the submarine.

Or, you can keep it like it is. It's not that bad, just a bit silly looking. And if you think about the logistics of it then there's no way that thing could ever function. I realize that it was that way in Red Alert, so that's a very good argument for having it that way in Ren Alert. Only problem is it looks a lot worse in a 3D FPS environment than it did in Red Alert where you could barely make it out.

Don't bite my head off, just listing a few alternatives to what you already have.

---

---

Subject: Renegade Alert Missile Sub

Posted by [SuperFlyingEngi](#) on Tue, 06 Jul 2004 20:32:19 GMT

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About torpedoes popping out of the water and engaging a rocket propulsion system - one version is called the UUM-44A SUBROC, which is launched normally from a 21 inch torpedo tube; at a safe distance from the submarine the solid-fuel rocket motor ignites and the weapon follows a short level path before pitching out of the water. At the optimum payload release point, the missile having been steered by 4 jet reflectors, the 5kT yield W55 warhead is released by a combination of explosive bolts and a thrust reversal deceleration system, continuing on a ballistic trajectory to the target area. The bomb then sinks to a set depth before detonating. It weighs 4,000 pounds and has a range of 1.5 miles.

Phoenixx - I'm not bitching about it being ugly and stupid because real subs don't have rocket pods, I'm bitching about it being ugly and stupid. And this particular sub in real life is not a ballistic missile submarine, last I checked.

This is a Russian Akula submarine.

This is not clearly a Russian Akula submarine. It resembles one, but they are not the same. For one, an Akula doesn't bulge out at the nose.

Lastly: Fine, leave the rocket pods if you want to. Blindly follow the source material, no matter how silly it makes the submarine look. There are better ways to incorporate rocket launching devices in to an attack submarine than crazy gluing refridgerator cartons to the outside.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [PermaGrin](#) on Tue, 06 Jul 2004 20:36:31 GMT  
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---

as SirP said, this mod is based on Red Alert. in RA, the missile sub had rocket pods on the side. so it only makes sense that the missile sub in the mod has it. in a way it would kinda be like saying, "omg there are no walking mech on the battlefield, why does reborn have titans?" because the mods are based on game and these games had these items.

---

Subject: Renegade Alert Missile Sub  
Posted by [phlakaton](#) on Tue, 06 Jul 2004 20:38:49 GMT  
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Calm down Phoenix... you don't have to rebutt every comment. Form doesn't always follow function either... lol. You're right about Red Alert. If it's what you want then leave it. People can say what they want. It's your mod.

---

Subject: Renegade Alert Missile Sub  
Posted by [Doitle](#) on Tue, 06 Jul 2004 20:43:09 GMT  
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Quote:

Quote:

No....I don't necessarily care how realistic it looks

You're bitching about how ugly and stupid it looks because real subs don't have rocket launchers like that, because it's not realistic and how it should have vertical internal launchers because that's what real subs fire them from(which isn't true in this case, since this particular sub in real life doesn't have any silos at all.), and yet you don't care how realistic it looks?

Ok, now SP, what if Engi here thinks that a normal Akula class submarine doesn't look ugly? A normal akula class with no rocket launchers. Now he sees an akula with rocket launchers and goes "eww... that looks ugly" Not because its unrealistic, but because he doesn't like it. That is his reason. It's valid to him. You may not agree, you may see a normal akula and say "Where are the rockets!".

See? Just be Civil to one another.

---

Subject: Renegade Alert Missile Sub  
Posted by [Sir Phoenixx](#) on Wed, 07 Jul 2004 00:12:12 GMT  
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---

SuperFlyingEngiAnd this particular sub in real life is not a ballistic missile submarine, last I



checked.

Which is exactly what I said.

SuperFlyingEngi

This is not clearly a Russian Akula submarine. It resembles one, but they are not the same. For one, an Akula doesn't bulge out at the nose.

Besides the fact that I never said that that was "clearly a Russian Akula submarine"... I said several times in this thread alone that the rocket pods and a larger nose was added to match the Red Alert missile sub.

SuperFlyingEngiLastly: Fine, leave the rocket pods if you want to. Blindly follow the source material, no matter how silly it makes the submarine look. There are better ways to incorporate rocket launching devices in to an attack submarine than crazy gluing refridgerator cartons to the outside.

They don't make the submarine look silly. I'm not blindly following anything. You're comparing this sub to real subs, completely ignoring the simple fact that this isn't a realism game, that the only thing that matters is how close it resembles the references used, that the fact that real subs don't have rocket launchers like these is completely and totally irrelevant.

Quote:as SirP said, this mod is based on Red Alert. in RA, the missile sub had rocket pods on the side. so it only makes sense that the missile sub in the mod has it. in a way it would kinda be like saying, "omg there are no walking mech on the battlefield, why does reborn have titans?" because the mods are based on game and these games had these items.

Exactly.

Quote:A normal akula class with no rocket launchers. Now he sees an akula with rocket launchers and goes "eww... that looks ugly" Not because its unrealistic, but because he doesn't like it. Um... You're saying he's calling it ugly because normal (real) Akulas don't have rocket launchers.

---

Subject: Renegade Alert Missile Sub

Posted by [jd422032101](#) on Wed, 07 Jul 2004 00:34:39 GMT

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---

PermaGrinas SirP said, this mod is based on Red Alert. .

---

Subject: Renegade Alert Missile Sub

Posted by [Doitle](#) on Wed, 07 Jul 2004 00:53:19 GMT

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---

Quote:Um... You're saying he's calling it ugly because normal (real) Akulas don't have rocket launchers.

I'm saying hes calling it ugly cause maybe he doesn't like rocket launchers! Who knows... It's his opinion, let him stick to his and you stick to yours. Unless your a forumsbvangelist you don't need to convert him or anyone else to your line of thinking. What if the real Akula sub had those rocket launchers? He could still call them ugly... Not because it has or hasnt them, but because he thinks they look ugly...

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Sir Phoenixx](#) on Wed, 07 Jul 2004 01:18:01 GMT  
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---

I'm not trying to convert anyone, I'm not trying to change his opinion, I'm not saying he can't give his opinion. I'm simply stating the simple fact (Well, apparently it isn't that simple, as he still can't understand it.) that realism and the fact that real subs don't have them doesn't matter, that they're supposed to be there. He's the one trying to convince me that they should be removed.

If the Akula actually had these rocket launchers he wouldn't be complaining about them. But solely because the Akula doesn't, they're supposedly ugly, completely disregarding the fact that they're not based off of the real Akula but off of the Red Alert missile sub's rocket launchers.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [SuperFlyingEngi](#) on Wed, 07 Jul 2004 12:43:27 GMT  
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---

Here, Sir Phoenixx, take a long hard look at this acronym:

IDNCAR

Let's break it down, shall we?

I Do Not Care About Realism

As you can see, I don't care about realism with this submarine. Design a brand new sub from the ground up if you want to. But rocket pods look stupid. And you basing the missile sub off of something doesn't just equate into it looking good.

Again, IDNCAR.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [KIRBY098](#) on Wed, 07 Jul 2004 13:39:48 GMT  
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---

Sir Phoenixx But solely because the Akula doesn't, they're supposedly ugly, completely disregarding the fact that they're not based off of the real Akula but off of the Red Alert missile

---

sub's rocket launchers.

No, they are ugly for different reasons.

It doesn't have to look like a real Akula, but for pete's sake man, think about this.

Why design a sleek submarine to glide through the water, and then stick two large launchers on the outside of the vehicle to create huge drag?

Real or not, it's a serious design flaw for a mod that prides itself on detail. I do understand why you can't do it with vert launchers, but this is what he is getting at.

---

Subject: Renegade Alert Missile Sub

Posted by [Sir Phoenixx](#) on Wed, 07 Jul 2004 13:42:00 GMT

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---

Quote:And you basing the missile sub off of something doesn't just equate into it looking good.

And you saying it's ugly in no way equates to it looking ugly. Just because you think rocket launchers on subs is stupid, doesn't make these stupid. I think the AK47 is one of the ugliest and crappiest guns in the world, but that opinion doesn't apply to someone's model of it.

Plus, submarines DID have deck mounted rocket launchers... <http://www.prinzeugen.com/V2.htm>

You've also made it perfectly clear in your posts that you're solely basing your opinion off of what real submarines have. You said you want the rocket launchers removed, and replaced with vertical silos, it isn't just a coincidence that real ballistic missile submarines happen to have vertical silos.

If I had made the submarine completely from scratch, you'd still be here complaining about how the rocket launchers are stupid.

Quote:Real or not, it's a serious design flaw for a mod that prides itself on detail.

How is it a design flaw? They're there because the Red Alert missile sub had them, having vertical launchers instead of external rocket pods would be a design flaw.

30 ton, 50 feet tall walking tanks are a "serious design flaw", but I don't you two over in Reborn's threads/forum attacking them because they have the Titan, Wolverine, Mammoth MK II, etc. in their mod.

The ONLY thing that matters is that the references show rocket launchers on the submarine.

---

Subject: Renegade Alert Missile Sub

Posted by [KIRBY098](#) on Wed, 07 Jul 2004 13:47:06 GMT

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Your assumptions don't equate with the reality of the situation here.

It's a design flaw for BASIC submarine design. And I didn't say it was stupid. It is a part of the game, so you had to make it work the way the engine would let you. I understand that.

Personally, I would have designed something that was more hydrodynamic.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Renx](#) on Wed, 07 Jul 2004 14:05:26 GMT  
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---

There's really no point in arguing this. It's going to look like it did in Red Alert, and that's that. Flawed or not, it was this way in Red Alert, and that's the right way for us.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [KIRBY098](#) on Wed, 07 Jul 2004 14:06:35 GMT  
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---

You guys take criticism well.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [SuperFlyingEngi](#) on Wed, 07 Jul 2004 14:09:53 GMT  
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---

Aright, Renx, whatever, but I just have one last thing to say:

Sir Phoenixx30 ton, 50 feet tall walking tanks are a "serious design flaw", but I don't you two over in Reborn's threads/forum attacking them because they have the Titan, Wolverine, Mammoth MK II, etc. in their mod.

I don't attack Reborn's models because they don't look retarded, unlike the rocket pods on that sub.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Renx](#) on Wed, 07 Jul 2004 14:19:18 GMT  
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---

Should of told WS when they designed the Missile Sub then...

---

---

Subject: Renegade Alert Missile Sub

---

Posted by [Sir Phoenixx](#) on Wed, 07 Jul 2004 14:26:10 GMT

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---

SuperFlyingEngi, you're the only person here who thinks they're stupid/retarded.

Right, a 50 some foot high tank walking on two legs being able to easily fire a 120mm cannon, which is powerful enough to lift the side of a 60 ton tank several inches off of the ground when it's fired, while moving isn't retarded.

Quote:It is a part of the game, so you had to make it work the way the engine would let you.

This has nothing to do with engine limitations.

---

---

Subject: Renegade Alert Missile Sub

Posted by [SuperFlyingEngi](#) on Wed, 07 Jul 2004 14:27:26 GMT

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---

Yeah...I should have...my personal bet as to why they made the sub look like that is either:

- A) They couldn't make a good firing animation for a vertical launch tube
  - B) They had no knowledge of anything that goes underwater.
- 

---

Subject: Renegade Alert Missile Sub

Posted by [Sir Phoenixx](#) on Wed, 07 Jul 2004 14:30:26 GMT

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---

Why they made it like that doesn't matter, they could have decided to put it in there as a result of a coin toss, it doesn't matter, what matters is that it is like that.

---

---

Subject: Renegade Alert Missile Sub

Posted by [PiMuRho](#) on Wed, 07 Jul 2004 14:35:50 GMT

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---

SuperFlyingEngiYeah...I should have...my personal bet as to why they made the sub look like that is either:

- A) They couldn't make a good firing animation for a vertical launch tube
- B) They had no knowledge of anything that goes underwater.

It's mainly because Westwood tended to reuse assets a lot, especially when it came to expansion packs. Take the existing art, modify it slightly and call it a new unit.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [SuperFlyingEngi](#) on Wed, 07 Jul 2004 14:38:18 GMT  
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---

Sir PhoenixxSuperFlyingEngi, you're the only person here who thinks they're stupid/retarded.

Yippee Hurray!

Sir Phoenixx  
Right, a 50 some foot high tank walking on two legs being able to easily fire a 120mm cannon, which is powerful enough to lift the side of a 60 ton tank several inches off of the ground when it's fired, while moving isn't retarded.

It doesn't look retarded, so no, it is not retarded. Unlike the crapboard boxes on the missile sub.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [HELLBILLY DELUXE](#) on Wed, 07 Jul 2004 15:28:23 GMT  
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Please, people!

Just look at this again:

And after it look at this:

Now tell me: What is your problem? Seriously, the ingame sub has the same rocked pods as the Renalert version. If you want something with realism and shit please play Battlefield or some other stupid game. Red Alert was never thought to be realistic and Ren Alert won't me as well. Geez...

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Wed, 07 Jul 2004 17:16:31 GMT  
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---

KIRBY098Your assumptions don't equate with the reality of the situation here.

It's a design flaw for BASIC submarine design. And I didn't say it was stupid. It is a part of the game, so you had to make it work the way the engine would let you. I understand that.

Personally, I would have designed something that was more hydrodynamic.

You lack the insight necessary to see why the Soviets would have missiles mounted on the exterior.

You do realize it took a long time before we could launch ballistic missiles from underwater? It's entirely conceivable that since the Soviet Union made missile-armed submarines first, that they don't have the technology refined to be able to launch them from underwater or from tubes inside of the submarine.

It's irrelevant as to whether or not something would cause drag on the submarine. They can be designed with underwater dynamics in mind, much like how that big sail is tapered in the front to allow water to flow over it much like an aircraft wing.

They developed the Missile Submarine first, apparently without the technology to launch them from underwater. That's an accepted C&C fact and that's how Red Alert worked. If you don't like it, that sounds like a personal problem to me.

Quote:It's mainly because Westwood tended to reuse assets a lot, especially when it came to expansion packs. Take the existing art, modify it slightly and call it a new unit.

Fortunately that's similar to how reality works, since most nations will reuse an existing weapons platform to add something new to it. See M1 Abrams and the A1\A2 modifications, or the M2 Bradley that fires Stinger missiles instead of TOW-2B rockets.

---

**Subject: Renegade Alert Missile Sub**

Posted by [smwScott](#) on Wed, 07 Jul 2004 17:33:31 GMT

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I don't see why being true to Red Alert is so important in this one case, but it wasn't when you guys added Officers and Snipers to the character list. That's a much bigger departure than whether or not the missile submarine fires from external mounted launchers or vertical tubes. You guys made the right decision though, and it made the mod better. It is often times better to deviate from the source material, especially when the source material has rocket launchers welded onto a submarine. It looks strange, and there is no way it could ever function.

Even if you don't want to add a vertical firing system, at least consider having the rocket launchers mounted directly onto the submarine. There's no reason for them to be connected through those arms.

---

**Subject: Renegade Alert Missile Sub**

Posted by [KIRBY098](#) on Wed, 07 Jul 2004 17:38:05 GMT

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AircraftkillerYou lack the insight necessary to see why the Soviets would have missiles mounted on the exterior.

You do realize it took a long time before we could launch ballistic missiles from underwater? It's entirely conceivable that since the Soviet Union made missile-armed submarines first, that they don't have the technology refined to be able to launch them from underwater or from tubes inside of the submarine.

It's irrelevant as to whether or not something would cause drag on the submarine. They can be designed with underwater dynamics in mind, much like how that big sail is tapered in the front to allow water to flow over it much like an aircraft wing.

They developed the Missile Submarine first, apparently without the technology to launch them from underwater. That's an accepted C&C fact and that's how Red Alert worked. If you don't like it, that sounds like a personal problem to me.

Quote:It's mainly because Westwood tended to reuse assets a lot, especially when it came to expansion packs. Take the existing art, modify it slightly and call it a new unit.

Fortunately that's similar to how reality works, since most nations will reuse an existing weapons platform to add something new to it. See M1 Abrams and the A1\A2 modifications, or the M2 Bradley that fires Stinger missiles instead of TOW-2B rockets.

I lack the insight eh?

Seeing as I was IN the Navy and studied Soviet Missile platforms before you were a teenager, I won't take your word on this.

When did you become a weapons expert? Was it in War college, or are you overlapping a fictional and unrealistic video game onto real life weapons platforms with an unqualified opinion?

I am guessing the latter, considering I DO have certifications in this matter.

I can accept the fact that C&C game designers failed to account for details in sub design, and the RA team has to stick with design parameters they used. What I cannot accept is your team trying to convince us this is a feasible submarine design, and should be accepted as such.

For someone who claims to be so smart, you consistently prove yourself wrong defending hopeless points.

---

Subject: Renegade Alert Missile Sub  
Posted by [HELLBILLY DELUXE](#) on Wed, 07 Jul 2004 17:41:42 GMT  
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---

It's like in Red Alert. What more do you want???  
Damn close this thread and don't even think about editing the sub, dev team

---

Subject: Renegade Alert Missile Sub  
Posted by [KIRBY098](#) on Wed, 07 Jul 2004 17:50:30 GMT  
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HELLBILLY DELUXE It's like in Red Alert. What more do you want???  
Damn close this thread and don't even think about editing the sub, dev team

Hey new guy, shut up and butt out.

---



Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Wed, 07 Jul 2004 18:09:08 GMT  
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---

Quote:Seeing as I was IN the Navy and studied Soviet Missile platforms before you were a teenager, I won't take your word on this.

What you studied and where you were is irrelevant, unless you somehow made it over to the Red Alert universe to tell the Soviet Union that it was stupid to create something like that, you're still wrong. It belongs and is staying the way it is.

I don't care if it's a feasible submarine design or not. What I do care about is that it can work in the game and that it looks good, and both are true. I gave you a simple backstory that's generally accepted by everyone in C&C and that should be the end of it. If you don't like how the unit was made, go back to 1996 and tell them how to redo it to be better.

This is a fight you won't win, regardless of what you think qualifies you to speak on the matter of a fictional submarine in a fictional universe with a fictional weapon.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [KIRBY098](#) on Wed, 07 Jul 2004 18:14:45 GMT  
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---

I wasn't trying to 'win' a thing. Your teen male ego assumed that. Then again it assumes a lot of things in error.

I am consistently amused by what you find relevant in topics you create, and I expect I will be in the near future.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Wed, 07 Jul 2004 18:52:51 GMT  
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---

I'm not a teenager. Normally when someone argues, like you've persistently shown, they're trying to win what they're arguing for. If not, you're either bored or you just want to prove a point... Which is still trying to win something.

Now I notice you find this funny, once you can't respond to me you start pulling out the ad hominem crap. Are you going to provide some kind of intellectual challenge or should I ignore what you write from now on?

---

---

Subject: Renegade Alert Missile Sub  
Posted by [HELLBILLY DELUXE](#) on Wed, 07 Jul 2004 19:03:17 GMT

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KIRBY098HELLBILLY DELUXEIt's like in Red Alert. What more do you want???  
Damn close this thread and don't even think about editing the sub, dev team

Hey new guy, shut up and butt out.

It doesn't matter, if I'm new. It matters, that I'm right.

---

---

**Subject: Renegade Alert Missile Sub**  
Posted by [KIRBY098](#) on Wed, 07 Jul 2004 19:08:00 GMT  
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---

AircraftkillerI'm not a teenager. Normally when someone argues, like you've persistently shown, they're trying to win what they're arguing for. If not, you're either bored or you just want to prove a point... Which is still trying to win something.

Now I notice you find this funny, once you can't respond to me you start pulling out the ad hominem crap. Are you going to provide some kind of intellectual challenge or should I ignore what you write from now on?

Nice and vague. I really like the air of holier than thou.

Too bad I don't buy it.

And I couldn't help but notice you always respond. Hmmm, trying to win a point, or just bored?

And since we're into legalism today I will retract teenage for twenty year old. A large difference, I'm sure, to your underdeveloped self confidence.

---

---

**Subject: Renegade Alert Missile Sub**  
Posted by [Aircraftkiller](#) on Wed, 07 Jul 2004 19:11:03 GMT  
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---

Seeing as how I'm arguing against you, yes, my objective is to win and get you to take your head out of your ass when it concerns Red Alert's universe and the way things were done with it.

20, by the actual number, is not a "teen" number since the last "teen" ends at 19, and doesn't begin again until you hit 113.

---

---

**Subject: Renegade Alert Missile Sub**  
Posted by [KIRBY098](#) on Wed, 07 Jul 2004 19:12:57 GMT  
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---

Hooray for you.

Since you like to nitpick these little details:

Stop refering to "listening to my whining."

You aren't listening to anything. You are reading it.

Annoying isn't it?

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Wed, 07 Jul 2004 19:15:20 GMT  
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---

Tell that to the people who think TYPING IN CAPITAL LETTERS IS SHOUTING and you'll have a good case.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Ferhago](#) on Wed, 07 Jul 2004 19:15:58 GMT  
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---

Omgf he izz right

It shuld luk liek this o.o.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [HELLBILLY DELUXE](#) on Wed, 07 Jul 2004 19:17:24 GMT  
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---

This is retarded :rolleyes:

---

---

Subject: Renegade Alert Missile Sub  
Posted by [KIRBY098](#) on Wed, 07 Jul 2004 19:17:27 GMT  
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---

AircraftkillerTell that to the people who think TYPING IN CAPITAL LETTERS IS SHOUTING and you'll have a good case.

---

Oh goody. Avoidance, and vagueness.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [KIRBY098](#) on Wed, 07 Jul 2004 19:18:33 GMT  
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---

HELLBILLY DELUXE This is retarded :rolleyes:

Actually, you commenting on how retarded we are is retarded.

You win the prize.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [HELLBILLY DELUXE](#) on Wed, 07 Jul 2004 19:26:56 GMT  
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---

You're the only person here, that can't say anything constructive and flames 24/7. Thats retarded, dipshit.  
And now go, because you don't seem to be welcome here.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [KIRBY098](#) on Wed, 07 Jul 2004 19:33:31 GMT  
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---

You clearly haven't been here long enough to make that judgement call, oh wise one.

I call them as I see them, and Mr. Holmes blatant hypocrisy on these forums is a thing of legend in this community. I refuse to be silent when public topics are a point of contention, and hypocrisy.

That would make me a brainless lemming.

Kind of like you.

If you want to lick his boots, do it on the Renalert forums. there aren't any dissenters there. here on Renforums, debate is still welcome. I didn't flame his sub. I tried to provide feedback to improve it based on real submarine design. Just because someone else made a crap sub in 96, doesn't mean he has to.

---

---

Subject: Renegade Alert Missile Sub  
Posted by [Dan](#) on Wed, 07 Jul 2004 19:34:39 GMT

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Kirby, they're not going to change it, they're keeping it the way that it is in Red Alert, and I doubt you will be able to convince the RenAlert team otherwise, Regardless of unrealism in the design.

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Subject: Renegade Alert Missile Sub  
Posted by [KIRBY098](#) on Wed, 07 Jul 2004 19:37:19 GMT  
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Nor do I expect them to. I was offering a realistic option based on 6 years of naval experience. Their choice if they want to get all uppity about it.

The adult way to respond would have been: "Sorry, but we are going to do it the way Westwood did. Thanks though."

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Subject: Renegade Alert Missile Sub  
Posted by [HELLBILLY DELUXE](#) on Wed, 07 Jul 2004 19:44:17 GMT  
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Thought somebody said that in a civil way a couple of pages back. They said, that Renalert will follow Redalert and not realism. I'm not licking anyones boots, just because I'm the same opinion. I have an other point of view than ACK, concerning many other things. I'm just pissed, because this thead became a flamewar between two guys talking about something completely offtopic. So please let it be...jeez

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Subject: Renegade Alert Missile Sub  
Posted by [PointlessAmbler](#) on Wed, 07 Jul 2004 19:57:20 GMT  
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KIRBY098Nor do I expect them to. I was offering a realistic option based on 6 years of naval experience. Their choice if they want to get all uppity about it.

The adult way to respond would have been: "Sorry, but we are going to do it the way Westwood did. Thanks though."

Here's one: they already did tell you that, just not in the nice way you wanted. The meaning is the same, if not the tone. So, kindly explain why you continue to argue when you already understand why the Missile Sub is staying the way it is and knowing that it won't change?

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Subject: Renegade Alert Missile Sub

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Posted by [Aircraftkiller](#) on Wed, 07 Jul 2004 20:32:37 GMT

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He wants to harp on hypocrisy when he has no case for doing so, and is using the Missile Sub as a thin veil to cover it.

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Subject: Renegade Alert Missile Sub

Posted by [Doitle](#) on Wed, 07 Jul 2004 21:53:10 GMT

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Nice work Ferhago. lol. I was just gonna do that later tonight but you beat me to it. Just like the APC. lol. If I woulda done it though it woulda had a Type R badge, as thats the only TRUE Sign of speed. I was thinking of actually buying a bunch off e-bay for like 2 \$ each and putting them on like, my washer, dryer, lawnmower, bike, computer. lol.

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Subject: Renegade Alert Missile Sub

Posted by [Ferhago](#) on Wed, 07 Jul 2004 22:49:51 GMT

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Omg everyone knows red and orange flames make u go faster then type R

I bet this could beat the pimp mobile in a race O.o

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Subject: Renegade Alert Missile Sub

Posted by [Renx](#) on Wed, 07 Jul 2004 23:01:28 GMT

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FerhagoOmgf he izz right

It shuld luk liek this o.o.

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Rofl

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Subject: Renegade Alert Missile Sub

Posted by [Sir Phoenixx](#) on Wed, 07 Jul 2004 23:08:32 GMT

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Quote:What I cannot accept is your team trying to convince us this is a feasible submarine design, and should be accepted as such.

We NEVER tried to convince anyone that it's a feasible submarine design, in any way shape or

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form, nor have we said that it should be accepted as one.

Quote:The adult way to respond would have been: "Sorry, but we are going to do it the way Westwood did. Thanks though."

I said that MANY, MANY times, you just chose to ignore them.

Let's recap...

This mod is based on Red Alert, not real life. Unless a feature wasn't specified in Red Alert (If the submarine didn't show the two rocket pods on it, we would have used something like the Typhoon.), what real submarines have, or do not have, does not matter at all.

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Subject: Renegade Alert Missile Sub

Posted by [Renardin6](#) on Thu, 08 Jul 2004 20:08:46 GMT

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I agree with Sir Phoenixx on that. What about Renegade, do you think it's based on real situation ? Tiberium doesnt exist... sorry If you tough that.

I don't want to offense you, I just say we are working on video games not on a real models for NATO.

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Subject: Renegade Alert Missile Sub

Posted by [Hav0c](#) on Thu, 08 Jul 2004 20:17:53 GMT

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Sir PhoenixxThis mod is based on Red Alert, not real life.

Wtfux... C&C is not teh Real Life Omgomomg

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