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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [Aircraftkiller](#) on Thu, 15 Jul 2004 08:17:23 GMT

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Experimenting with a new technique, instead of "lighting" the texture itself with variations showing that light is shining off it, I'm using specular highlighting with a more refined form that causes it to appear like there is lighting on the texture that changes with where the light shines, exactly like reality.

Model was done by Sir Phoenixx, the single 1024x texture was done by myself.

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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [mattc1515](#) on Thu, 15 Jul 2004 09:59:37 GMT

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first reply!!

i can't wait untill i shoot down some commie aircraft

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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [Deactivated](#) on Thu, 15 Jul 2004 10:00:34 GMT

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Does this replace the Stinger?

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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [Hav0c](#) on Thu, 15 Jul 2004 10:39:02 GMT

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Texture looks 10x better than the first one done.

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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [MyTrust](#) on Thu, 15 Jul 2004 10:49:31 GMT

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Nice Redeye, To SeaMan:

The redeye is the Anti-air version of the bazooka(At least it was in Red Alert)

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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [Sir Phoenixx](#) on Thu, 15 Jul 2004 11:28:35 GMT  
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Yes, this replaces the stinger. And no, this isn't a "anti-air version of the bazooka". This is the FIM-43c Redeye.

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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [Blazea58](#) on Thu, 15 Jul 2004 11:47:46 GMT  
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I think the model and texture map looks great , adding lots of realism and true color to it.

Only question would be is why do you need to put a post in every topic about it lol, your gonna get alot of mixed awnsers thats for sure lol.

Oh well gimme gimme gimme

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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [htmlgod](#) on Thu, 15 Jul 2004 12:03:44 GMT  
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I preferred the old one. And the texturing on this one isn't very good. It doesn't look very metallic, in a lot of places it just looks like flat solid colors and specular lighting.

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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [SuperFlyingEngi](#) on Thu, 15 Jul 2004 13:25:08 GMT  
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Lol...did you see the first texture map ACK made for this gun? It looked more like a cinderblock than anything else, with a bunch of weird spiral slashes in the back, looking as if someone attacked it for ten minutes with a pocket knife.

Also, supposedly, the rocket soldier now gets two guns, which I thought was cool, until I looked at the other launcher he gets, the M47 Dragon ATGM:

Little big, huh?

Oh, and will the RenAlert team be able to incorporate anything with missiles being wire-guided, owing to the fact that the Dragon is a wire -guided launcher?

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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [KIRBY098](#) on Thu, 15 Jul 2004 13:33:09 GMT  
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I don't think I'd want wire guided. I prefer fire and forget.

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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [OrcaPilot26](#) on Thu, 15 Jul 2004 13:57:59 GMT  
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And after the big argument they put up about "The stinger can be effective against tanks because it was in RA1"

What caused them to change their minds?

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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [Sir Phoenixx](#) on Thu, 15 Jul 2004 14:46:54 GMT  
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We NEVER said anything like that.

It isn't that big, it's only about 40 pounds, I can easily hold something like that steady on my shoulder, standing up for a little bit, there's no doubt that an average soldier can. Plus, most of the weight would be just above the shoulder, his body will hold most of the weight.

Quote:Oh, and will the RenAlert team be able to incorporate anything with missiles being wire-guided, owing to the fact that the Dragon is a wire -guided launcher?

No, of course not, that's just stupid. If we were to somehow to do that, we'd also have to implement realistic heat tracking/sensing on the redeye, jamming, overheating, etc. in the guns, etc., but as I've said (countless times) before, realism doesn't matter.

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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [SuperFlyingEngi](#) on Thu, 15 Jul 2004 15:59:00 GMT  
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Why do you always use a picture of the launcher all by itself to show how big it is? The one I posted with someone actually holding it for reference. If it is easy to hold and fire the weapon, why is it necessary to sit down and use a tripod to shoot the missile? So, just the launcher weighs 40 pounds? I'm guessing the missile weighs 30-40 pounds, as well, considering that it is huge.

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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [HELLBILLY DELUXE](#) on Thu, 15 Jul 2004 16:21:50 GMT  
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I gotta see the redeye ingame, to judge, if it's as nice as the other RenAlert weapons.  
Looks ok here, but the lighting stuff probably only looks really good ingame.

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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [Sir Phoenixx](#) on Thu, 15 Jul 2004 16:40:55 GMT  
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SuperFlyingEngiWhy do you always use a picture of the launcher all by itself to show how big it is? The one I posted with someone actually holding it for reference. If it is easy to hold and fire the weapon, why is it necessary to sit down and use a tripod to shoot the missile? So, just the launcher weighs 40 pounds? I'm guessing the missile weighs 30-40 pounds, as well, considering that it is huge.

I'm using the picture of the dragon that we're actually going to do, not the one with the super huge scope. No, like I said, the entire thing is about 40 pounds. The launcher is 15.21 pounds, the missile is 22.2 pounds, the entire thing is 37.41 pounds.

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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [pvtschlag](#) on Thu, 15 Jul 2004 20:42:13 GMT  
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lol i can see it now.....

Someone is standing up steady with it on there shoulder then fire it and fall on their ass. lol that would be funny

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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [Sir Phoenixx](#) on Thu, 15 Jul 2004 21:14:44 GMT  
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That would also be very unrealistic, since like all other shoulder fired rocket launchers, it's just a tube with an open back, it would create very little recoil.

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Subject: Renegade Alert Allied Redeye SAM Launcher  
Posted by [Renardin6](#) on Sat, 17 Jul 2004 00:12:09 GMT  
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the model is ok.

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The texture needs a lot of work.

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