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Subject: Renegade Alert Socket Wrench

Posted by [Aircraftkiller](#) on Thu, 22 Jul 2004 09:06:16 GMT

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Known as "Goodwrench" in Afrmath.ini, I decided to model it based off a real socket wrench and my own design. The text reads "GM GOODWRENCH," a small parody of the actual GM Goodwrench service.

There isn't much else to say about it, besides the fact that the Mechanic is the only unit able to repair damaged vehicles in the field. He can take a near-death unit to full health in a matter of moments.

The wrench is made in the United States, where the Mechanic hails from. You'll understand when you hear him in-game...

"Huhuhuhuhu, shoouooooore thing boss. Yeeeeeeehaw! I'll get my wrench!"

Never recruit a European city boy to do what a southern country boy does best: Repair vehicles.

Both the model and the texture were done by myself.

Ignore any abnormal looking spots, it isn't using smoothing groups, so the W3D lighting can be a little strange.

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Subject: Renegade Alert Socket Wrench

Posted by [Mad Ivan](#) on Thu, 22 Jul 2004 10:15:50 GMT

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looks good

What will the commies get?

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Subject: Renegade Alert Socket Wrench

Posted by [Hav0c](#) on Thu, 22 Jul 2004 10:50:29 GMT

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A Sythe and Hammer.

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Subject: Renegade Alert Socket Wrench

Posted by [Renx](#) on Thu, 22 Jul 2004 11:12:22 GMT

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Soviets won't get anything, they don't have a mechanic.

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Subject: Renegade Alert Socket Wrench  
Posted by [mahkra](#) on Thu, 22 Jul 2004 11:37:18 GMT  
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I don't know what Mad Ivan's talking about; the wrench looks horrible.

\*1\* Why is it so pointy?

\*2\* The grip is way too short. It should be about half the length of the shaft (or whatever you want to call that.. the "lever arm" maybe?)

\*3\* The grip should NOT be rubber; it should just be metal with a grippy texture. Even today, most wrenches have metal grips rather than rubber, and RenAlert is supposed to be set decades ago. Also, during wartimes, rubber is a VERY important commodity, so I find it incredibly unrealistic that it would be wasted on a wrench grip.

\*4\* Most socket wrenches have a raised section at the socket end so you can grab onto it and turn it (which reverses the direction of ratcheting) -- see the following website for a picture:  
<http://www.shoppingforever.com/gatorgrip.htm>

I do have one positive thing to say though: I like the way the GM Goodwrench logo turned out.

EDIT: You can also pretty clearly see what I meant by a "textured metal grip" in the first picture on that website.

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Subject: Renegade Alert Socket Wrench  
Posted by [Mad Ivan](#) on Thu, 22 Jul 2004 11:41:51 GMT  
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sorry, i wasnt paying attention again  
I was asking what vehicle repairman will the soviets get

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Subject: Renegade Alert Socket Wrench  
Posted by [Jzinsky](#) on Thu, 22 Jul 2004 11:54:04 GMT  
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European city boys fix things, southern country boys patch it up so it works for a bit

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Subject: Renegade Alert Socket Wrench  
Posted by [Renx](#) on Thu, 22 Jul 2004 13:23:01 GMT  
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mahkral don't know what Mad Ivan's talking about; the wrench looks horrible.

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EDIT: You can also pretty clearly see what I meant by a "textured metal grip" in the first picture on that website.

1. It's not "pointy," it's just not perfectly rounded because that uses tons of polys.
2. Not all socket wrenches are like the one in your picture, a lot don't even have grips.
3. That's WW2, Red Alert and RenAlert have nothing to do with that. Show me where it said rubber was a "VERY important commodity" in Red Alert.
4. Not all socket wrenches do that either, and since the mechanic doesn't take vehicles apart, I don't see why it's needed...

Mad Ivansorry, i wasnt paying attention again  
I was asking what vehicle repairman will the soviets get

They don't have one

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Subject: Renegade Alert Socket Wrench  
Posted by [K9Trooper](#) on Thu, 22 Jul 2004 13:39:49 GMT  
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You obviously do not own quality tools. I have \$7,000.00 in Snap-On Tools in my basement/garage. All high grade and every one of my ratchet wrenches have rubber grip handles.

GJ guys.

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Subject: Renegade Alert Socket Wrench  
Posted by [KIRBY098](#) on Thu, 22 Jul 2004 13:43:20 GMT  
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K9TrooperYou obviously do not own quality tools. I have \$7,000.00 in Snap-On Tools in my basement/garage. All high grade and every one of my ratchet wrenches have rubber grip handles.

GJ guys.

Ooooooh! Where do you live again? Street adress....

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Subject: Renegade Alert Socket Wrench  
Posted by [mahkra](#) on Thu, 22 Jul 2004 14:06:24 GMT  
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Renxmahkral don't know what Mad Ivan's talking about; the wrench looks horrible.

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4. Not all socket wrenches do that either, and since the mechanic doesn't take vehicles apart, I don't see why it's needed...  
1 - Actually, it IS pointy. And by that I mean the wrench is pointy compared to the circle inside of it. I'm not a dumbass; I know it's not actually a circle but just an approximation of a circle. But the end of the wrench is not as round as the "circle" right next to it. And that makes it look pointy.

2 - "A lot don't even have grips." Yeah, I know that. Most of them just have a texture on the metal handle. That's exactly what I was talking about in point #3.

3 - Do any of the vehicles have tires? Those are made of rubber. ANYTHING that you use on military vehicles or weapons becomes a "very important commodity" during wartime. That's just a simple fact. (Also, what about the soles of the soldiers' boots? etc., etc., etc.)

4 - He doesn't take things apart? What if there's a broken part? How does he remove it to put the new part on? Does he just whack it with a hammer until it falls off? ... Plus, it'd make the wrench look a lot nicer.

I'm not trying to be an ass here; I'm trying to offer constructive criticism. (Notice that every time I said something was wrong, I suggested how to fix it.) I've spent more than six years of my life working as a carpenter, and I know what a socket wrench looks like. And ACK's model & texture, my friend, do NOT look like a socket wrench. They look like a cheap toy.

K9TrooperYou obviously do not own quality tools. I have \$7,000.00 in Snap-On Tools in my basement/garage. All high grade and every one of my ratchet wrenches have rubber grip handles. First, you may notice that I said "most" do not have rubber grips. I'm well aware that some do.

Second, if you're spending \$7,000 on socket wrenches and the like just to get rubber grips on them, that's just plain silly. You can get perfectly good tools for MUCH less money than that. And a rubber grip really doesn't make the tool work any better.

(By the way, I just glanced at the Snap-On Tools website, and their tools appear to be VERY overpriced. \$300 for something I can buy somewhere else for less than \$40? That's a pretty huge discrepancy.)

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Subject: Renegade Alert Socket Wrench  
Posted by [z310](#) on Thu, 22 Jul 2004 14:40:20 GMT  
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i just dont like the part where the sockets would go

GM Goodwrench lol

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Subject: Renegade Alert Socket Wrench  
Posted by [PermaGrin](#) on Thu, 22 Jul 2004 14:56:29 GMT  
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Just as pimp as your barrel.

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Subject: Renegade Alert Socket Wrench  
Posted by [Blazer](#) on Thu, 22 Jul 2004 16:16:50 GMT  
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SnapOn tools have a lifetime warranty, one of the reasons they cost so much.

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Subject: Renegade Alert Socket Wrench  
Posted by [K9Trooper](#) on Thu, 22 Jul 2004 16:24:50 GMT  
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mahkra K9Trooper You obviously do not own quality tools. I have \$7,000.00 in Snap-On Tools in my basement/garage. All high grade and every one of my ratchet wrenches have rubber grip handles.

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(By the way, I just glanced at the Snap-On Tools website, and their tools appear to be VERY overpriced. \$300 for something I can buy somewhere else for less than \$40? That's a pretty huge discrepancy.)

FYI, one of my hobbies is auto racing. I was a mechanic for a racing team for many years before I got married.

\$300.00 is a very good price for a tool that gets abused and used. Lifetime warranty and they can stand up to almost any kind of abuse you could think of. Drop one of my ratchets and a "\$40.00" ratchet from a 3rd floor window to the concrete below. Which one do you think will work afterwards? Not to mention the fact mine are made in the good ole US of A and in my home state of Wisconsin

Rubber grips are a lot better. Your hands will not slip off if they are wet and you are less likely to rip your palms apart because of slipping. Rubber handles are just as much a safety device as they are for comfort

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Subject: Renegade Alert Socket Wrench  
Posted by [mahkra](#) on Thu, 22 Jul 2004 16:34:14 GMT

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BlazerSnapOn tools have a lifetime warranty, one of the reasons they cost so much. But they're still 5x as expensive as a quality tool I can get at my local Menards. So I'd have to break my socket wrench 5 times for SnapOn to be worth the money (which is unlikely; my dad's been a carpenter for 20 years and has broken less than a dozen tools in that time).

Also, many less expensive tools also have good warranties.

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**Subject: Renegade Alert Socket Wrench**  
Posted by [Blazer](#) on Thu, 22 Jul 2004 18:56:03 GMT

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Socket wrenches themselves are pretty hard to break, but I have personally wrung off or split many sockets. If they were SnapOn sockets, they would be replaced for free. Also things like long screwdrivers are easy to bend etc, which get replaced as well. SnapOn tools are known to be the best quality and also have the lifetime warranty, so naturally they are going to be the most expensive, as would any item that fit that category.

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**Subject: Renegade Alert Socket Wrench**  
Posted by [mahkra](#) on Thu, 22 Jul 2004 19:21:10 GMT

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K9TrooperFYI, one of my hobbies is auto racing. I was a mechanic for a racing team for many years before I got married.

\$300.00 is a very good price for a tool that gets abused and used. Lifetime warranty and they can stand up to almost any kind of abuse you could think of. Drop one of my ratchets and a "\$40.00" ratchet from a 3rd floor window to the concrete below. Which one do you think will work afterwards? Not to mention the fact mine are made in the good ole US of A and in my home state of Wisconsin

Rubber grips are a lot better. Your hands will not slip off if they are wet and you are less likely to rip your palms apart because of slipping. Rubber handles are just as much a safety device as they are for comfort

Hey, I'm also from WI!

Well, I had typed up a reply a couple hours ago, but the internet ate it, and then I couldn't connect to the site again for a while, so I'll try to remember what I'd said....

I have in fact dropped socket wrenches and things from second and third story windows & roofs before, sometimes onto concrete, and none of them have ever broken. In fact, I think the only tool I've ever broken (apart from drill bits and Sawzall blades and other such things that inevitably wear out with use) is a tape measure and some really crappy screwdrivers (both were free though, so I guess you get what you pay for....) It's been my experience that tools generally don't break as long as you use them how they're intended to be used.

Also, while I agree that a rubber grip is a bit nicer, I don't see it as necessary in any way. I've never had problems with metal hurting my hands, and I've never had problems with a wrench slipping out of my hands. (On something like a hammer, though, I'd agree that a rubber grip is quite beneficial. You do NOT want a hammer to slip out of your sweaty hands while you're swinging it.)

As far as auto racing stuff goes, maybe the rubber grip is actually better. Maybe if your hands are always covered in oil it becomes a lot harder to hold onto a wrench that doesn't have a rubber grip. I wouldn't know, because I've never done that stuff.

If you (and Blazer, and anyone else) think it's worth the money to get good (though expensive) tools with a lifetime warranty, then go for it. For me, though, it just doesn't make sense. I've never had any problems with more affordable tools breaking. Sure, the super-cheap ones are shit and break in 5 minutes, but there's a middle range where tools are affordable but still don't break easily. (And even \*if\* they did, I could replace them a couple times and still not be spending all that much money.) And for me, that's the kind of tools that make sense.

In any case, though, that's not really the issue. The real issue is this: Is it more important to have a rubber grip on the socket wrench, or is it more important to have tires on the humvee? Or boots on the soldier? Or belts keeping the tanks' engines running? In times of war, supplies are always limited. And that rubber can only be used for one thing.

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Subject: Renegade Alert Socket Wrench  
Posted by [KIRBY098](#) on Thu, 22 Jul 2004 19:22:21 GMT  
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I think that those of you who haven't broken one these are fortunate. I have destroyed no less than four of these @\$% things working on Demo Derby cars.

Ever since I got my Snap on one, no problems.

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Subject: Renegade Alert Socket Wrench  
Posted by [KIRBY098](#) on Thu, 22 Jul 2004 19:23:42 GMT  
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mahkra In times of war, supplies are always limited. And that rubber can only be used for one thing.

Yes. Shore leave!

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Subject: Renegade Alert Socket Wrench  
Posted by [Aircraftkiller](#) on Thu, 22 Jul 2004 19:40:18 GMT  
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It was modeled from a real socket wrench, and that's what I made it look like. I doubt the Allies are going to give the Mechanics a poor tool that can't bolt armor back onto a tank to get it back into action.

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Subject: Renegade Alert Socket Wrench  
Posted by [Sir Phoenixx](#) on Thu, 22 Jul 2004 20:17:33 GMT  
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<http://www.azom.com/details.asp?ArticleID=1711>Natural rubber has been available for centuries, synthetic rubber for less than a hundred years. Although man began experimenting with synthetic rubber in 1906, not until after World War II did he improve the quality to the point that it rivaled that of natural rubber. Wartime necessity became the impetus for the emergence of synthetic rubber on a large-scale basis when governments began building plants to offset natural rubber shortages.

Synthetic rubber plants were built around the world after 1945, primarily in Europe, North America, and Japan. In 1960 the use of synthetic rubber surpassed that of natural for the first time. Synthetic rubber has maintained the lead ever since.

Since Red Alert is based around the 60s, and not WWII, the above quote discards your 'there are rubber shortages in war / rubber can only be used for one thing since it's supplies are very limited'.

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Subject: Renegade Alert Socket Wrench  
Posted by [mahkra](#) on Thu, 22 Jul 2004 20:37:02 GMT  
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AircraftkillerIt was modeled from a real socket wrench, and that's what I made it look like. I doubt the Allies are going to give the Mechanics a poor tool that can't bolt armor back onto a tank to get it back into action.

Let's revisit my points, as they apply to the picture:

- 1 - The socket wrench in the picture clearly has a rounded head. Your model is pointed.
- 2 - The grip in that picture covers about half the length of the shaft. The grip in your model only covers about 2/5 of the shaft.
- 3 - The wrench pictured has a rubber grip, but I contend that it is unrealistic to use that wrench as your model. The wrench in the picture is too modern for RA, and I think it wastes too much rubber for it to be used in wartime.

4 - Again, the model you're using is much too new to fit into the RA universe. I'm merely telling you what a wrench of that era should look like, because your model is inappropriately modern.

Also, Sir Phoenixx, isn't the premise of RA that someone went back in time and killed Hitler, so WWII (vs. the Germans) never happened, but then WWII happened in the '60s vs the Soviets instead? Sir Phoenixx Wartime necessity became the impetus for the emergence of synthetic rubber on a large-scale basis when governments began building plants to offset natural rubber shortages. Since WWII never happened, this impetus never happened. Synthetic rubber would not emerge on a large scale until after the RA version of WWII. So during RA, there would still be rubber shortages.

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Subject: Renegade Alert Socket Wrench  
Posted by [Aircraftkiller](#) on Thu, 22 Jul 2004 20:40:11 GMT  
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Yes, it has a rounded head. I'm not going to give it 15,000 polygons so that it's totally round. That's how polygon saving works, you can't have everything realistic and expect to get good framerate out of it.

I don't care how long the grip is, I have it the way I want it to be.

It's not a rubber grip. It's a plastic grip.

It looks like a socket wrench. I think it's perfectly acceptable to have a plastic-handled socket wrench if the Allies have Longbows and M1 Abrams battle tanks from the 1980s.

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Subject: Renegade Alert Socket Wrench  
Posted by [mahkra](#) on Thu, 22 Jul 2004 20:46:32 GMT  
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AircraftkillerI don't care... I have it the way I want it to be.

.....

AircraftkillerThis thread isn't a "reborn bash fest" either, it's simply to show that they don't give a damn about what anyone thinks. Cypher [PCNC] :rolleyes: And you do? AircraftkillerOf course I do. If I didn't, why would I ask you for advice?

I really think you should stop bashing Reborn, ACK. You're just as bad as they are.

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Subject: Renegade Alert Socket Wrench  
Posted by [Aircraftkiller](#) on Thu, 22 Jul 2004 20:52:28 GMT  
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Yeah, great way to misquote me. I said I don't care about how long the grip is, because I

specifically stated that I made the wrench the way I wanted it to be. Read, comprehend, understand. Got that?

My name isn't "ACK," either. For someone who consistently harps about English usage, "ACK" is not a proper acronym since my name is not Air Craft Killer.

The name is used as one word, so at the most it could be "AK."

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Subject: Renegade Alert Socket Wrench  
Posted by [NHJ BV](#) on Thu, 22 Jul 2004 21:11:26 GMT  
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GM Doubleplusgoodwrench

That made no sense

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Subject: Renegade Alert Socket Wrench  
Posted by [mahkra](#) on Thu, 22 Jul 2004 21:13:52 GMT  
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AircraftkillerYeah, great way to misquote me. I said I don't care about how long the grip is, because I specifically stated that I made the wrench the way I wanted it to be. I was only misquoting you in the same way that you misquoted Angel of Dawn (or whatever his name is). He was talking about a logo, and you were talking about a grip. AircraftkillerRead, comprehend, understand. Got that?

(By the way, comprehend and understand are synonyms. Your little statement right there sounds retarded. Either all 3 things should be the same, or each should build on the one before it. The way you wrote it is just stupid.)

Quote:My name isn't "ACK," either. For someone who consistently harps about English usage, "ACK" is not a proper acronym since my name is not Air Craft Killer. I never claimed that ACK was an acronym. Ever heard of a little thing called a nickname? "Dick" is not an acronym for "Richard." "Chuck is not an acronym for "Charles." Get used to it. I'm going to continue to call you ACK whether you like it or not. (Though if you really object, I suppose I could probably be convinced to switch to FRL, which is an acronym\* of an anagram of your name. Would that make you happy?)

(I will NEVER call you AK though. That's an insult to a perfectly good weapon. And even though it's an inanimate object, I care more about hurting its feelings than I do about offending you.)

Also, I'm not the one who harps about English usage. You are. I harp about people being hypocritical little fucks who feel a need to go around correcting other people's harmless mistakes. And when people try to correct my writing despite the fact that it's already correct, I explain why I'm right.

The difference here is that you pick fights about the way people type. I pick fights about you being

an ass.

\*EDIT: I misspoke here. I meant to say "abbreviation" rather than "acronym." An acronym is an abbreviation that can be spoken as a single word, but FRL would be spoken as three separate letters.

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Subject: Renegade Alert Socket Wrench  
Posted by [Aircraftkiller](#) on Thu, 22 Jul 2004 22:06:30 GMT  
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Quote:I was only misquoting you in the same way that you misquoted Angel of Dawn (or whatever his name is). He was talking about a logo, and you were talking about a grip.

That's so off base that it isn't even funny. He said he doesn't care about the community. He doesn't have to post in a thread that says "Does AoD care about the community" to be able to have his comment read as "No, AoD doesn't care about what the community thinks."

All I'm telling you is that the wrench is made how I want it to be. I'm not going to change the grip to be slightly longer because you can't read.

Quote:(By the way, comprehend and understand are synonyms. Your little statement right there sounds retarded. Either all 3 things should be the same, or each should build on the one before it. The way you wrote it is just stupid.)

Wow, you got the point that time! It was meant to mock how you write.

Quote:I never claimed that ACK was an acronym. Ever heard of a little thing called a nickname? "Dick" is not an acronym for "Richard." "Chuck" is not an acronym for "Charles." Get used to it. I'm going to continue to call you ACK whether you like it or not. (Though if you really object, I suppose I could probably be convinced to switch to FRL, which is an acronym\* of an anagram of your name. Would that make you happy?)

Sure, then we can all call you Moron as opposed to mahkra.

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Subject: Renegade Alert Socket Wrench  
Posted by [mahkra](#) on Thu, 22 Jul 2004 22:24:57 GMT  
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You can call me whatever the hell you want. I certainly don't give a damn.

In Angel of Dawn's post, the fact that he was talking about the logo was implied. (Yeah, I know, it's a big word. But look it up and then go back and read that thread again. Maybe if you try really hard you'll figure it out.)

Also, you quite obviously don't care about the community. We can figure it out even without you explicitly saying it. (Examples: nitpicking with people for totally insignificant things, starting arguments just for fun, continually bashing other people's mods rather than offering constructive criticism, refusing to share information about how to modify things)

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Subject: Renegade Alert Socket Wrench  
Posted by [mahkra](#) on Thu, 22 Jul 2004 22:28:58 GMT  
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AircraftkillerWow, you got the point that time! It was meant to mock how you write. Well, I'm sorry to say that you failed miserably at yet another thing. If you wanted to mock my writing, you should have written in the same manner that I do.

---

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Subject: Renegade Alert Socket Wrench  
Posted by [Fabian](#) on Fri, 23 Jul 2004 02:00:20 GMT  
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AircraftkillerMy name isn't "Aircraftkiller,"...

Anyone else thrown off by that?

The wrench sucks ass. For something that small and simple, you'd think that you would be able to do a better job.

And wtf is up with this filters? to ACK...that's bullshit. What gives you the right to change people's words? Oh well, at least it's not as ridiculous as your "skin" to "-texture map-" filter on Renalert.

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Subject: Renegade Alert Socket Wrench  
Posted by [Renx](#) on Fri, 23 Jul 2004 02:02:43 GMT  
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You answered the question in the first of your post with the bit in the last of your post..

I'm guessing Crimson added in the word filter, and seeing as these are her forums, she can prevent you from saying just about anything she wants..

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Subject: Renegade Alert Socket Wrench  
Posted by [Fabian](#) on Fri, 23 Jul 2004 02:05:10 GMT  
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What if I need to say "!!" Like the sound you make when choking!?

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Subject: Renegade Alert Socket Wrench  
Posted by [Aircraftkiller](#) on Fri, 23 Jul 2004 02:48:58 GMT  
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Quote:The wrench sucks ass. For something that small and simple, you'd think that you would be able to do a better job.

I'm sorry that real socket wrenches aren't up to your standards. May I suggest you look at some before whining? Perhaps the one I posted?

I noticed a trend with you. You don't like anything unless it's anything but RA work. I think I'll file your responses under the "Automatically disregard" category for future reference.

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Subject: Renegade Alert Socket Wrench  
Posted by [Fabian](#) on Fri, 23 Jul 2004 02:50:26 GMT  
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Absolutely incorrect. I admire Darkblade's work very much, and I think he is a great asset to the RA team. You are a great asset too, but in the level design area, not the texturing area.

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Subject: Renegade Alert Socket Wrench  
Posted by [spreegem](#) on Fri, 23 Jul 2004 02:57:45 GMT  
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If the handle was just about an inch or two longer in relation to what the real size of the wrench would be, I think the model would be perfect.

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Subject: Renegade Alert Socket Wrench  
Posted by [bigjoe14](#) on Fri, 23 Jul 2004 03:00:13 GMT  
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A 3D Modeler/Artist must be able to model and texture his or her own work. It's good that he textures his own work because then he can improve on it.

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Subject: Renegade Alert Socket Wrench  
Posted by [Fabian](#) on Fri, 23 Jul 2004 03:04:58 GMT  
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So long as that work is a terrain mesh, not a weapon or vehicle.

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Subject: Renegade Alert Socket Wrench  
Posted by [PermaGrin](#) on Fri, 23 Jul 2004 03:11:55 GMT  
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Subject: Renegade Alert Socket Wrench  
Posted by [bigjoe14](#) on Fri, 23 Jul 2004 03:20:32 GMT  
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For some odd reason SEAL, you sound like an anti-femenist.

"A womans place is in the kitchen and that's where they belong".

"Aircraftkillers job is making maps and that's what he should do".

Or I could be wrong and you could just be a moron. Or maybe you could be both.

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Subject: Renegade Alert Socket Wrench  
Posted by [mahkra](#) on Fri, 23 Jul 2004 03:24:07 GMT  
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AircraftkillerQuote:The wrench sucks ass. For something that small and simple, you'd think that you would be able to do a better job.

I'm sorry that real socket wrenches aren't up to your standards. May I suggest you look at some before whining? Perhaps the one I posted?

Didn't we go over this already? Your socket wrench does not look like the one you used as a model. You just don't give a damn.

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Subject: Renegade Alert Socket Wrench  
Posted by [Apache](#) on Fri, 23 Jul 2004 04:37:42 GMT  
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I work on vehicles every single day, I know what ratchets look like, and that looks nothing like a good ratchet... Maybe something made in china, but not a good North American made tool...

I do like the GM Goodwrench idea though You need to add a clip to the top for easily reversing the direction of the ratchet, and extend the arm a bit, no one in their right mind would buy a short ratchet, you'd never get any torque out of it!

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Subject: Renegade Alert Socket Wrench

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Posted by [Fabian](#) on Fri, 23 Jul 2004 11:41:52 GMT

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\*sigh\*

PermaGrin, I'm glad you are so intelligent and mature to post an image like that. The only thing that communicates to me is that you have no valid argument.

bigejoe14,

What an awful analogy. If Frank Klepacki had started making sucky models for Westwood, people would obviously tell him that he's wasting his time and that they needed him in the sound department.

Women don't "belong" in the kitchen because they have the same abilities as men. On the other hand, can only produce high quality stuff if he's in the mapping dept.

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Subject: Renegade Alert Socket Wrench

Posted by [Dan](#) on Fri, 23 Jul 2004 12:26:06 GMT

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SEALThe wrench sucks ass. For something that small and simple, you'd think that you would be able to do a better job.

Even I find you annoying. And if you think it's shit, why don't you go and make your own texture for it. And then you can tell us how you got a reflecting chrome effect on it which you seem to want.

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Subject: Renegade Alert Socket Wrench

Posted by [rm5248](#) on Fri, 23 Jul 2004 12:33:10 GMT

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mahkra3 - The wrench pictured has a rubber grip, but I contend that it is unrealistic to use that wrench as your model. The wrench in the picture is too modern for RA, and I think it wastes too much rubber for it to be used in wartime.

\*3\* The grip should NOT be rubber; it should just be metal with a grippy texture. Even today, most wrenches have metal grips rather than rubber, and RenAlert is supposed to be set decades ago. Also, during wartimes, rubber is a VERY important commodity, so I find it incredibly unrealistic that it would be wasted on a wrench grip.

Yes, but you see, it's an alternate reality.

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Subject: Renegade Alert Socket Wrench

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Posted by [mahkra](#) on Fri, 23 Jul 2004 12:52:14 GMT

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rm5248Yes, but you see, it's and alternate reality.  
I know. I just don't think the rubber grip fits a WWII-ish atmosphere.

Also, there are other problems with his wrench model/texture. I'm not the only person who thinks it needs at least one more polygon at the end where it's pointy. And I'm not the only person who thinks the grip part of it is messed up. And I'm not the only person who thinks it should have a clip on the head to reverse the direction of ratcheting.

You guys really don't seem to realize that I'm actually trying to be helpful here. If the RA team thinks the wrench is good enough for a video game and really don't care how it looks, then they should go ahead and leave it how it is.

If they actually want the wrench to look like it's really a socket wrench, though, they've got some work to do. And if they want it to look like it's actually a believable WWII-era socket wrench, they've got a lot of work to do.

I'm probably never going to play RenAlert, so I don't really care what they end up doing about this. I know what a socket wrench looks like, though, and I thought the RA team should know that the model/texture do not look real. What they choose to do about it is up to them.

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Subject: Renegade Alert Socket Wrench

Posted by [rm5248](#) on Fri, 23 Jul 2004 12:56:03 GMT

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WWII never happend in this alternate reality so technology came along quicker. That's why they have GPS sattelites. :rolleyes:

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Subject: Renegade Alert Socket Wrench

Posted by [mahkra](#) on Fri, 23 Jul 2004 13:21:19 GMT

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rm5248WWII never happend in this alternate reality so technology came along quicker. That's why they have GPS sattelites. :rolleyes:

That makes no sense. Historically, wars make technology advance faster. Innovations arise out of necessity. Logically, a world that never had WWII would have less advanced technologies.

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Subject: Renegade Alert Socket Wrench

Posted by [rm5248](#) on Fri, 23 Jul 2004 13:55:15 GMT

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mahrarm5248WWII never happend in this alternate reality so technology came along quicker. That's why they have GPS sattelites. :rolleyes:

That makes no sense. Historically, wars make technology advance faster. Innovations arise out of necessity. Logically, a world that never had WWII would have less advanced technologies.

Go complain to EA. I didn't make it. That is just how the storyline goes.

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Subject: Renegade Alert Socket Wrench  
Posted by [PermaGrin](#) on Fri, 23 Jul 2004 14:00:35 GMT  
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SEALPermaGrin, I'm glad you are so intelligent and mature to post an image like that. The only thing that communicates to me is that you have no valid argument.

Thats the thing, I have no "arguemet". You fucking retards are arguing over a fucking socket wrench. Who the fuck really cares?

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Subject: Renegade Alert Socket Wrench  
Posted by [Fabian](#) on Fri, 23 Jul 2004 14:07:46 GMT  
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...Obviously RA does, or else they wouldn't have made it.

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Subject: Renegade Alert Socket Wrench  
Posted by [mahkra](#) on Fri, 23 Jul 2004 14:25:07 GMT  
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rm5248mahrarm5248WWII never happend in this alternate reality so technology came along quicker. That's why they have GPS sattelites. :rolleyes:

That makes no sense. Historically, wars make technology advance faster. Innovations arise out of necessity. Logically, a world that never had WWII would have less advanced technologies.

Go complain to EA. I didn't make it. That is just how the storyline goes.

Well, ACF seemed to want to use ridiculously outdated technology on his submarine model, so why should the socket wrench be so cutting-edge? You'd think that if technology advanced so fast, they'd know how to use propellers without inducing cavitation.

It seems like ACF doesn't really base most of his models on any semblance of reality or logic. He just makes each one however the hell he wants it to look, and he doesn't seem to care if they look real or if they actually fit in the same game as each other.

PermaGrinYou fucking retards are arguing over a fucking socket wrench. Who the fuck really cares?

ACF posted a picture of a model/texture for his mod. I told him it didn't look real.

You seem to be saying "it's just a wrench, so why does it matter?" But isn't it really one character's primary weapon? (I know it's not really a weapon, but EA considers the repair gun a weapon...) So how is this really any different than arguing about whether or not a shotgun or sniper rifle looks real?

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Subject: Renegade Alert Socket Wrench  
Posted by [Dan](#) on Fri, 23 Jul 2004 14:36:25 GMT

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It doesnt matter... Its going to be covered with a hand anyway. It doesnt matter because people won't be running around staring at a wrench all game, they're going to be concentrating on the game (in most cases).

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Subject: Renegade Alert Socket Wrench  
Posted by [Fabian](#) on Fri, 23 Jul 2004 15:05:05 GMT

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If that's the attitude, why not put any effort into any of the weapons? :rolleyes:

AircraftkillerWhat could possibly be so bothersome about that? I'm sure Crimson would do the same thing were you to ask her.

Well in that case...

Crimson, I would like "Aircraftkiller" filtered out of these forums, as the word offends me greatly. My father flew an aircraft, and he died fighting bravely for his country. Every time I see the word, I die a little inside, because it just reminds me of his tragic death. Please filter it to something less explicit, but still gets the point across. Something along the lines of ...something like that.

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Subject: Renegade Alert Socket Wrench  
Posted by [KIRBY098](#) on Fri, 23 Jul 2004 15:10:48 GMT

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Lol.

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Subject: Renegade Alert Socket Wrench  
Posted by [Anonymous](#) on Sat, 24 Jul 2004 00:39:30 GMT

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DethHav0cA Sythe and Hammer.

It's a sickle and hammer, my friend. I would know, I hailed from that country.

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