
Subject: Renegade Alert Socket Wrench

Posted by [Aircraftkiller](#) on Thu, 22 Jul 2004 09:07:16 GMT

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Known as "Goodwrench" in Aftmath.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, shooooooore 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.

Subject: Renegade Alert Socket Wrench

Posted by [Slash0x](#) on Thu, 22 Jul 2004 09:09:30 GMT

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Can I throw it at enemies?

Subject: Renegade Alert Socket Wrench

Posted by [Renardin6](#) on Thu, 22 Jul 2004 09:22:27 GMT

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nice texture job for the metal but it can look more real.

I have a way to make it look like real metal. It's a an effect of the w3d engine that TheKGBspy created for such things. But I think u don't need our help... (but If you want it, we can.)

Subject: Renegade Alert Socket Wrench
Posted by [Aircraftkiller](#) on Thu, 22 Jul 2004 09:25:20 GMT
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It already utilizes an advanced function meant for that very purpose. The reflection is both dynamic in property and reacts to the position of light.

Subject: Renegade Alert Socket Wrench
Posted by [Titan1x77](#) on Thu, 22 Jul 2004 09:56:30 GMT
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Renardin6nice texture job for the metal but it can look more real.

I have a way to make it look like real metal. It's a an effect of the w3d engine that TheKGBspy created for such things. But I think u don't need our help... (but If you want it, we can.)

I'd like to hear about this technique...

Subject: Renegade Alert Socket Wrench
Posted by [Deactivated](#) on Thu, 22 Jul 2004 10:01:54 GMT
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Specular lighting... works fine in W3d viewer, but doesn't work ingame.

Subject: Renegade Alert Socket Wrench
Posted by [Aircraftkiller](#) on Thu, 22 Jul 2004 10:02:31 GMT
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It's not specular lighting.

Subject: Renegade Alert Socket Wrench
Posted by [SuperFlyingEngi](#) on Thu, 22 Jul 2004 14:19:07 GMT
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The wrench still shoots blue beams, right?

Subject: Renegade Alert Socket Wrench
Posted by [Alkaline](#) on Thu, 22 Jul 2004 15:12:10 GMT

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alt fire would be good as a mele weapon... *Clunk* to the head.

Subject: Renegade Alert Socket Wrench
Posted by [jd422032101](#) on Thu, 22 Jul 2004 19:26:44 GMT

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Alkalinealt fire would be good as a mele weapon... *Clunk* to the head.

yah that would be cool

Subject: Renegade Alert Socket Wrench
Posted by [YSLMuffins](#) on Thu, 22 Jul 2004 22:10:01 GMT

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Of all the weapons updates, I find this one the most fascinating lol. How exactly is this going to work in game? Will the mechanic just do some swishing movements with his hands as he "repairs" tanks? Or will it shoot blue beams? >

It would be interesting to see this beauty used as a melee weapon...

Subject: Renegade Alert Socket Wrench
Posted by [SuperFlyingEngi](#) on Thu, 22 Jul 2004 22:12:34 GMT

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Just for the sake of it, you should rip Half-Life and make the mechanic's weapon a crowbar, with an alt-fire melee attack. Also, the model could use one more polygon on the top.

Subject: Renegade Alert Socket Wrench
Posted by [Renx](#) on Thu, 22 Jul 2004 22:38:00 GMT

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Nah, it won't be a blue beam. He'll just wave it in the air...or something similar, then it'll make some socket tightening noises...

Subject: Renegade Alert Socket Wrench
Posted by [Aircraftkiller](#) on Fri, 23 Jul 2004 01:55:09 GMT

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SeaManSpecular lighting... works fine in W3d viewer, but doesn't work ingame.

So you were lying when you made that post on 21 May, showing a Mammoth Tank in-game with what appears to be a specular lighting effect?

Subject: Renegade Alert Socket Wrench
Posted by [YSLMuffins](#) on Fri, 23 Jul 2004 02:25:50 GMT
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RenxNah, it won't be a blue beam. He'll just wave it in the air...or something similar, then it'll make some socket tightening noises...

LOL

Subject: Renegade Alert Socket Wrench
Posted by [htmlgod](#) on Fri, 23 Jul 2004 02:26:09 GMT
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I'm still waiting for the Soviet paperweight and the Allied shoelace.

<http://renforums.com/viewtopic.php?t=11513>

(puts on flame-retardant suit)

Subject: Renegade Alert Socket Wrench
Posted by [jd422032101](#) on Fri, 23 Jul 2004 03:16:28 GMT
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Subject: Renegade Alert Socket Wrench
Posted by [NeoX](#) on Fri, 23 Jul 2004 19:16:25 GMT
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Model is ok Texture mainly the handel sucks.

Subject: Renegade Alert Socket Wrench
Posted by [Vitaminus](#) on Fri, 23 Jul 2004 19:22:24 GMT
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Subject: Renegade Alert Socket Wrench
Posted by [Sir Phoenixx](#) on Fri, 23 Jul 2004 19:42:23 GMT
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Aprime...

AircraftkillerBoth the model and the texture were done by myself.

Subject: Renegade Alert Socket Wrench
Posted by [NeoX](#) on Fri, 23 Jul 2004 20:28:43 GMT
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I was giving an honest opinon the metal looks good but the handel looks like flat colours.

Subject: Renegade Alert Socket Wrench
Posted by [WNxCABAL](#) on Fri, 23 Jul 2004 20:37:17 GMT
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God Damn, its just a game, games aren't supposed to be realistic, thats what the outside world is for.

It looks fine as it is, nobody gives a damn whether it is like a real life model, its a damn wrench, nothing more.

Subject: Renegade Alert Socket Wrench
Posted by [SuperFlyingEngi](#) on Fri, 23 Jul 2004 21:54:28 GMT
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The RenAlert team sure gives a damn about making the models look like real life.

Subject: Renegade Alert Socket Wrench
Posted by [Vitaminous](#) on Sat, 24 Jul 2004 00:16:37 GMT
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Sir PhoenixxAprime...

AircraftkillerBoth the model and the texture were done by myself.

Err, forget it, lol.

Sorry NeoX.

Actually, to make it look real, it would need a chromish look, but it doesn't matter, it's fine like it is.
