
Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Renx](#) on Mon, 13 Sep 2004 17:55:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

[list]

[*]Vehicle Upgrade: Soviet Mammoth Tank

The Mammoth Tank, the most powerful tank on the RenAlert battlefield, now has every last detail possible added to it thanks to Sir Phoenixx. Steps on both sides, and on the rear of the turret have been added. A machine gun, which won't be usable, was added to the top of the turret. Areas on the tank itself were reshaped and remodelled as well. Then everything from gas tanks to new lights were added in for higher detail as well.

The texture was also remade for the new model, this time by Aircraftkiller. Darkblade is currently taking a break, if you're wondering why he's not been texturing many things lately. The new texture has much more detail this time around, mainly the camouflage effect.

Preset-wise, the tank will remain the same. It has 600 of both health and armour, and can regenerate up to 50%. The down side to having all this armour, and the equipment to repair it, is that it's incredibly slow. The Mammoth Tank can only travel a maximum of 30MPH.

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=4497>.

[*]Level Update: Camos Crossing

Camos Crossing is going to be changed quite a bit. Each team will gain a War Factory, and AI controlled Ore Truck, and if possible, a Construction Yard.

The Tech Level will be raised to 2. This means the infantry will remain the same for the most part, but it will allow for Ore Trucks, Heavy Tanks, Light Tanks, Rangers, and V2 Rocket Launchers. Keep in mind there will be no Service Depots for your tanks.

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=4485&st=0>

[/list:u]

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Renx](#) on Mon, 13 Sep 2004 17:58:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Full Size Mammoth Tank renders

(Reference:)

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Spice](#) on Mon, 13 Sep 2004 18:02:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wow , That texture is excellent. Aircraftkiller sure has come a long way. That other mammoth tank's texture looks like ass while this one takes the cake.

What is that cannon on the top. I don't see it in the render.

Another thing I always wondered about that render. Why is a Soviet Hind Attacking a Soviet Mammoth tank?

Camos crossing will be alot better now that it will be C&C mode.

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Renx](#) on Mon, 13 Sep 2004 18:09:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Just a little mess up on WS's part I guess. You can see the machine gun ontop in the WS render, but it not very good there. We had other renders showing it more detailed.

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Dan](#) on Mon, 13 Sep 2004 18:11:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Looking good... Its a pity the reference doesnt have the missile launchers on the side, they look a bit strange to me. Very good job though. Will you scale it up so that it will be sized up so that the ladders will be big enough for people (to make it realistic in size)?

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Renx](#) on Mon, 13 Sep 2004 18:27:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is the actual size of the mammoth tank, so the current one is already pretty accurate. It all depends how NeoSaber thinks it looks ingame when he's setting it up.

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [m1a1_abrams](#) on Mon, 13 Sep 2004 18:29:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

RenxJust a little mess up on WS's part I guess. You can see the machine gun ontop in the WS render, but it not very good there. We had other renders showing it more detailed.

No you didn't

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Jaspah](#) on Mon, 13 Sep 2004 18:32:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Looks nice, can't wait to see it in-game.

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Renx](#) on Mon, 13 Sep 2004 18:42:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

m1a1_abramsRenxJust a little mess up on WS's part I guess. You can see the machine gun ontop in the WS render, but it not very good there. We had other renders showing it more detailed.

No you didn't

Uuuh, look at the post right above yours....

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [m1a1_abrams](#) on Mon, 13 Sep 2004 18:45:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've already seen the big nasty pixellated scan. I thought you mentioned something about renders showing it in more detail...

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Dante](#) on Mon, 13 Sep 2004 19:09:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

EXdeath7

Another thing I always wondered about that render. Why is a Soviet Hind Attacking a Soviet Mammoth tank?

cause the allies stole it from some soviet n00b.... duh

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Hav0c](#) on Mon, 13 Sep 2004 19:24:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Some commie dumbass left his Hind out in the snow :rolleyes:

Or the allies are just really good thieves :S

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Renx](#) on Mon, 13 Sep 2004 19:27:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

m1a1_abramsl've already seen the big nasty pixellated scan. I thought you mentioned something about renders showing it in more detail...

Phoenixx used it to make ours, so it was obviously detailed enough.

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [YSLMuffins](#) on Mon, 13 Sep 2004 19:30:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wow, now that is perrrrrrdy. :thumbsup:

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Deactivated](#) on Tue, 14 Sep 2004 11:07:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

This news just in: Renegade Alert is no longer "Renegade". Just simply "Alert".

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=4512>

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Renardin6](#) on Tue, 14 Sep 2004 11:20:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nice tank. Texture would be better if done by darkblade but nice try anyway.

Hey seaman, that's good news ... Peace here soon. I won't send a single dollar for keeping them here.

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [remek](#) on Tue, 14 Sep 2004 12:10:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

"I don't like how it looks just like a Micro Machine toy that has little plastic missiles ready to fire...

That still looks like plastic, and the areas that don't look like concrete. What you tried to make into mud looks like plastic embedded into concrete..."

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [WNxCABAL](#) on Tue, 14 Sep 2004 13:09:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

SeaManThis news just in: Renegade Alert is no longer "Renegade". Just simply "Alert".

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=4512>

Its now Doom Alert, Half Alert(perfect!), Life Alert, Far Alert or Cry Alert!

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Sir Phoenixx](#) on Tue, 14 Sep 2004 13:13:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

Renardin6Nice tank. Texture would be better if done by darkblade but nice try anyway.

Hey seaman, that's good news ... Peace here soon. I won't send a single dollar for keeping them here.

:rolleyes:

Are you trying to make yourself look stupid? He didn't say that we were moving to a new engine, nor did he say we needed money to stay here. He said sometime after RenAlert is done, we may move on to a new engine.

And the only reason there's no peace is because of how you and your little (And I do mean little.) community attacked/insulted us in the past, and continue to attack/insult us, all we do is pay you back for it.

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Cebt](#) on Tue, 14 Sep 2004 13:49:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

a wrong thing for the "right" cause doesnt make it right

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Sir Phoenixx](#) on Tue, 14 Sep 2004 14:12:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

I didn't say anything about us being right or wrong. :rolleyes:

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Deactivated](#) on Tue, 14 Sep 2004 14:33:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

What comes around goes around.

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Aircraftkiller](#) on Tue, 14 Sep 2004 14:42:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

That's right SeaMan, and wasting those models I gave you (as predicted) ended up causing your "mod" to become a failure. You should see what Mechanization says about you all the time, it's really quite funny...

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Demolition man](#) on Tue, 14 Sep 2004 14:49:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

SeaManThis news just in: Renegade Alert is no longer "Renegade". Just simply "Alert".

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=4512> doom 3 will be dumb to use. HL2 is the best one to use. But also alot harder then renegade to get big... Far cry is nice but dunno how mod friendly it is.

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Deactivated](#) on Tue, 14 Sep 2004 14:50:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

It didn't fail... it's restarted.

I didn't use any models from you apart from the Tiberium Harvester.
Everything else came from Eric Kearns.

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.
Posted by [Aircraftkiller](#) on Tue, 14 Sep 2004 15:10:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Most if it came from me, because I owned that stuff and he never uploaded it.

So, think before you speak... As far as I'm concerned, your "mod" is dead because of your own stupidity. You have a dead forum, no real following, and people tend to not give a shit about what you make. Ever wonder why?

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.
Posted by [Deactivated](#) on Tue, 14 Sep 2004 15:14:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can believe whatever you want, and I'm not going to try to change it.

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.
Posted by [Aircraftkiller](#) on Tue, 14 Sep 2004 15:39:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Because you're wrong, and you know why. It would be foolish to say anything when you have nothing to defend yourself with.

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.
Posted by [Deactivated](#) on Tue, 14 Sep 2004 15:46:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

A rolleyes smilie, perhaps?

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.
Posted by [Demolition man](#) on Tue, 14 Sep 2004 15:48:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

BTW won't u get issues with the license to have this mod on an dif engine?

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Aircraftkiller](#) on Tue, 14 Sep 2004 16:00:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

No, EA doesn't care so long as you aren't making a profit. Ask the "dead 6" about that.

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Blazer](#) on Tue, 14 Sep 2004 16:41:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

This thread has run its course...please argue in the hot topics forum instead of taking all threads off topic.

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Slash0x](#) on Wed, 15 Sep 2004 07:00:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerMost if it came from me, because I owned that stuff and he never uploaded it.

He never uploaded it, BUT you never made it...what makes that yours?

Please explain...

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Deactivated](#) on Wed, 15 Sep 2004 12:27:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

According to JHD's story, some of the assets were given by Louis Castle for JHD's hard work on Renegade. The ownership was transferred from WS to him.

But I don't think that was applied on every single asset that was created for Renegade (eg the original Orca, Nod AA "swing chair" machinegun, Desert Humvee).

Also remember what Kearns said:

Quote:Anything that Westwood made and is out there for Renegade should be freely distributed.

Who made these Westwood assets no bearing on the issue. If someone wants to keep these models and not distribute them to the community then it's everyone's lose.

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [sniper12345](#) on Wed, 15 Sep 2004 12:39:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerMost if it came from me, because I owned that stuff and he never uploaded it.

So, think before you speak... As far as I'm concerned, your "mod" is dead because of your own

stupidity. You have a dead forum, no real following, and people tend to not give a shit about what you make. Ever wonder why?

proves Aircraftkiller wrong

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.
Posted by [Aircraftkiller](#) on Wed, 15 Sep 2004 16:10:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slash0xAircraftkillerMost if it came from me, because I owned that stuff and he never uploaded it. He never uploaded it, BUT you never made it...what makes that yours?
Please explain...

Louis Castle, co-founder of Westwood Studios, had given me permission to obtain and own the art I needed from the company.

Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.
Posted by [icedog90](#) on Wed, 15 Sep 2004 16:38:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

You guys are so desperate to prove Aircraftkiller wrong, it's like all you try to do in the Mod Forum.
