
Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Fri, 20 Sep 2002 22:37:00 GMT

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I've been wanting to make a building in RenX, and now I have Its the GDI power plant form
TS.Heres how it looks so far:http://www.renegademods.info/users/triforce/TS_Power.jpgThis is
what I'm modeling it from:http://www.renegademods.info/users/triforce/gdi_subfull03.jpgIts no
where near done yet, I just started a few hours ago, but I think its turing out rather well. Tell
me what you think!Triforce [October 05, 2002, 00:14: Message edited by: Triforce]

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sat, 21 Sep 2002 03:41:00 GMT

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<http://www.cncaction.de/reborn/ScreenShot146.jpg><http://www.cncaction.de/reborn/ScreenShot147.jpg>
the reborn gdi power plant model

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sat, 21 Sep 2002 09:57:00 GMT

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cool. does it have an interior?

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sat, 21 Sep 2002 10:29:00 GMT

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No, not yet! I'll have a picture update later today, I might have a basic interior by then. Thanks
for the comments! Triforce

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sat, 21 Sep 2002 11:29:00 GMT

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cool

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sat, 21 Sep 2002 12:25:00 GMT

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so far it is very good, but you may want to bunch it up a little more, and make the smoke stack a bit fatter and lower. Other than that it is looking good. Let me ask, will it have spinning turbines?

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sat, 21 Sep 2002 13:14:00 GMT

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UpdateAlmost Finished

Exterior:http://www.renegademods.info/users/Triforce/GDI_PP2.jpghttp://www.renegademods.info/users/Triforce/GDI_PP3.jpghttp://www.renegademods.info/users/Triforce/GDI_PP4.jpghttp://www.renegademods.info/users/Triforce/GDI_PP5.jpgBeginings of

Texturing:http://www.renegademods.info/users/Triforce/GDI_PP_Tex.jpgI'm going to give myself a big pat on the back! Triforce

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sat, 21 Sep 2002 13:37:00 GMT

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how many polys are there, there must be at least 2000

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sat, 21 Sep 2002 13:41:00 GMT

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Wow... That model there of the GDI Power Plant looks dead-on.. Keep up the good work...

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sat, 21 Sep 2002 13:43:00 GMT

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It looks very nice! Good job, but you need to reduce the polycount on that building. You've got lots of extra polys that you can get rid of via the optimize modifier.

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sat, 21 Sep 2002 14:17:00 GMT

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Thanks for the tip, I'm going to go start optimize!Triforce

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sat, 21 Sep 2002 17:36:00 GMT

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I now have the interiors almost done and the outside is fully textured, and I think it looks great, I just need to do some clean-up and add the GDI logos on the side. Tell me how it looks! Textured Outside: http://www.renegademods.info/users/Triforce/GDI_PP_Tex2.jpg http://www.renegademods.info/users/Triforce/GDI_PP_Tex3.jpg http://www.renegademods.info/users/Triforce/GDI_PP_Tex4.jpg Textured

Inside: http://www.renegademods.info/users/Triforce/GDI_PP_Int1.jpg http://www.renegademods.info/users/Triforce/GDI_PP_Int2.jpg http://www.renegademods.info/users/Triforce/GDI_PP_Int3.jpg tested it in Commando and you can jump over the pipes in the middle, so you wouldn't have to walk all the way around to get to the other section. Triforce

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sat, 21 Sep 2002 18:26:00 GMT

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WOW!!! thats nice. good job triforce. keep up the good work

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sat, 21 Sep 2002 23:37:00 GMT

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Nice

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sun, 22 Sep 2002 00:40:00 GMT

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needs work, but great!

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sun, 22 Sep 2002 00:58:00 GMT

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GJ

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sun, 22 Sep 2002 02:42:00 GMT

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now that is... brilliant, i wish i could model like that, good job, and keep up the great work...what is your next building???

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sun, 22 Sep 2002 08:20:00 GMT
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I swear if one of you can design a Black Hawk, you will be god!

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sun, 22 Sep 2002 13:12:00 GMT
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Hmm, my next building? I haven't thought that far ahead yet, but it will be another TS structure, maybe the GDI Barracks or the Refinery. I'm going to have more and more school work to do each week so its going to be hard to find time, but I'll manage! Thanks for all the feedback, glad you like it. Triforce! I'll try to get some ingame screens of it loaded up so you can see how it looks with PCTs and such.

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sun, 22 Sep 2002 18:04:00 GMT
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Here's some Commando and ingame screens of the Power Plant. Im trying to build my aggregates now so all the fancy stuff comes pre-set. Enjoy! The Sleeping Structure Awakes...http://www.renegademods.info/users/Triforce/GDI_Power_Finnal.jpg A Very Large And Expensive Bug-Zapper System; Works on Humans Too!http://www.renegademods.info/users/Triforce/GDI_Power_Finnal2.jpg Ingame:<http://www.renegademods.info/users/Triforce/ingame1.jpg> <http://www.renegademods.info/users/Triforce/ingame2.jpg> <http://www.renegademods.info/users/Triforce/ingame3.jpg> <http://www.renegademods.info/users/Triforce/ingame4.jpg> <http://www.renegademods.info/users/Triforce/ingame5.jpg> Triforce

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sun, 22 Sep 2002 18:49:00 GMT
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<speechless>

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Wed, 25 Sep 2002 13:13:00 GMT

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you should make it smaller, or else it will take forever to disable a properly placed beacon. also make it so you cannot get on top of it.

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Wed, 25 Sep 2002 13:23:00 GMT

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Triforce OMG! i wish i could do that... (maybe if i tried) but im worried about your polys there! i might name you lord of the polys but nice job!

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Wed, 25 Sep 2002 15:08:00 GMT

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Okay, I just ran polly count on the power plant and refinery..... it wasn't a pretty sight. Power Plant 16,000+Refinery 4,500+I found a pipe on the PP that had over 2,000 pollys, I think I have some work to do...Triforce

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Thu, 26 Sep 2002 00:15:00 GMT

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I've started work on my next building, the TS refinery, and have most of the basics done. Heres what it looks like:Official Ingame
Art:http://www.renegademods.info/users/Triforce/ntrefnmk_0019.jpgMy Model:http://www.renegademods.info/users/Triforce/GDI_Refine_1.jpghttp://www.renegademods.info/users/Triforce/GDI_Refine_2.jpghttp://www.renegademods.info/users/Triforce/GDI_Refine_3.jpghttp://www.renegademods.info/users/Triforce/GDI_Refine_4.jpghttp://www.renegademods.info/users/Triforce/GDI_Refine_5.jpghttp://www.renegademods.info/users/Triforce/GDI_Refine_6.jpghttp://www.renegademods.info/users/Triforce/GDI_Refine_7.jpghttp://www.renegademods.info/users/Triforce/GDI_Refine_8.jpgTriforce [September 25, 2002, 12:16: Message edited by: Triforce]

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Thu, 26 Sep 2002 00:26:00 GMT

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Totally awesome, dude. You should get to work on that TS mod They look a bit high in polys, though

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sat, 28 Sep 2002 13:39:00 GMT

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I've started on another model, the GDI Infaintry Barracks!Offical Barracks
Render:http://www.renegademods.info/users/Triforce/gdi_subfull01.jpgMy
Model:<http://www.renegademods.info/users/Triforce/tsbark01.jpg><http://www.renegademods.info/users/Triforce/tsbark02.jpg><http://www.renegademods.info/users/Triforce/tsbark03.jpg>Triforce [September 28, 2002, 13:40: Message edited by: Triforce]

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sat, 28 Sep 2002 16:34:00 GMT

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impreasive. all of them are very well doen. awsome work man.

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sat, 28 Sep 2002 18:33:00 GMT

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*sees Triforce's work**looks at his own**wishes that he could color a box*

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sat, 28 Sep 2002 21:32:00 GMT

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UNBELIEVABLE

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sun, 29 Sep 2002 03:59:00 GMT

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quote:Originally posted by Triforce:I've started on another model, the GDI Infaintry Barracks!Offical Barracks Render:http://www.renegademods.info/users/Triforce/gdi_subfull01.jpgMy Model:<http://www.renegademods.info/users/Triforce/tsbark01.jpg><http://www.renegademods.info/users/Triforce/tsbark02.jpg><http://www.renegademods.info/users/Triforce/tsbark03.jpg>Triforce

emods.info/users/Triforce/tsbark02.jpghttp://www.renegad
emods.info/users/Triforce/tsbark03.jpgTriforceListen, Me thinks this: First off, it is awesome.
Socondly, I got some suggestions that will make this building a bit better. 1) Make a hallway to
connect the two parts of the barracks, and possibly put the MCT in this hallway.2) Put a chain link
fence or something so you cant get in the middle, or between the structure. This will make it a little
easier to disable a beacon that would be placed in hard to reach spots.kthx.

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sun, 29 Sep 2002 04:03:00 GMT
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Oh, and this hallway I speak of, if it makes the building look like an H, than you could put a helipad
landing on the roof (awesome)

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sun, 29 Sep 2002 04:36:00 GMT
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WOW is super i like the tib sun model continue to make a verry good model

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sun, 29 Sep 2002 07:08:00 GMT
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Impressive work.Remember to keep the poly count down.

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sun, 29 Sep 2002 07:18:00 GMT
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nice work those are like WW moddles(eseccaily the PP) keep it up. im lookin foward to the TS
mod.

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sun, 29 Sep 2002 07:21:00 GMT
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well it alllll looks great, asdounding, but i have one comment on the barracks, 1. the reender in the
ww pic, looks like its flater and wider, yours "looks" like its taller and skinnier, might be wrong
though,c-ya great work

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sun, 29 Sep 2002 10:35:00 GMT

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Jeez yer great at this... Ya should make a nod pp, HON, and a wep fac 4 both teams. when yer done tell me where to download!

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sun, 29 Sep 2002 11:03:00 GMT

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Heres an updated polly count of the Power Plant:5,800+ Somehow I managed to slash over 10,000 pollys from it without totaly redoning the entire thing! So it is now a usable building ingame. The polly count for the Barracks is around 780+, its a very simple structure. The two buildings are conected by an underpass at the vary back of the structure, its also where the MCT is. (you must have read my mind deafwasp!) It also has custom working PCT's, 6 in all. Infaintry can easily pass through the middle gap on the outside, its a great place to hide a beacon. I made the new PCT screen by resizing the WW render and turning it into a greyscale. Heres some screens of the Barracks almost

finished:<http://www.renegademods.info/users/Triforce/tsbark04.jpg><http://www.renegademods.info/users/Triforce/tsbark05.jpg><http://www.renegademods.info/users/Triforce/tsbark06.jpg><http://www.renegademods.info/users/Triforce/tsbark07.jpg><http://www.renegademods.info/users/Triforce/tsbark08.jpg>My model of the Barracks is longer and taller than what the render is, but I liked how it looked ingame so I chose not to change it. Thanks for all your input! Triforce

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sun, 29 Sep 2002 11:09:00 GMT

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Very very amazing work. Beautiful modeling and textureing. You are planing on making a mod out of this correct?

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Tue, 01 Oct 2002 11:39:00 GMT

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I've started work on the first Nod building, the advanced power plant. I'm still not sure if I will keep it as the Advanced power plant, I'll have wait and see how it turns out. Heres some screens of it in construction. Advanced Power Plant Model from

TS:http://www.renegademods.info/users/Triforce/ntapwrmk_0018.jpgMy

Model:<http://www.renegademods.info/users/Triforce/napwr1.jpg><http://www.renegademods.info/users/Triforce/napwr2.jpg>Triforce

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Tue, 01 Oct 2002 15:07:00 GMT
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einstien who?

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Tue, 01 Oct 2002 17:06:00 GMT
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Whew! Its done! This was a hard one to do, lots of weird shapes and angles to work with. Heres a look at the finnished Nod Advanced Power Plant:<http://www.renegademods.info/users/Triforce/napwr5.jpg>All I have to do is delete some hidden faces and its ready for Commando! The polly count is great, 1,540+ , which will go down even more after clean up. All thats left now is the War Fac's and Hand Of Nod. Then I'll be able to move on to making maps for my buildings to be in! Triforce

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Wed, 02 Oct 2002 00:04:00 GMT
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Those screens are old ones from yesterday, heres new ones from today:<http://www.renegademods.info/users/Triforce/napwr3.jpg><http://www.renegademods.info/users/Triforce/napwr4.jpg>Triforce

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Wed, 02 Oct 2002 00:10:00 GMT
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keep up the good work !

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Wed, 02 Oct 2002 14:06:00 GMT
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I tested it ingame and found very few errors to fix so on to the next building! The polly count for this building is 1,400+ Triforce

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Wed, 02 Oct 2002 17:52:00 GMT

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Wed, 02 Oct 2002 20:39:00 GMT

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Admit it TriForce (a force to be reaked with) It is easier to mod from already existing building pictures, rather than making it all up yourself. And it is awsome.but, if you use these buildings in a mod/map, you should make beacons more expensive. Cause they aint getting deactivated, to easy to hide.

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Thu, 03 Oct 2002 02:54:00 GMT

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You should join Reborn mod team Triforce, they need people that can do building models.otherwise NICE WORK

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sat, 05 Oct 2002 01:02:00 GMT

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You've got a lot of work to do before I'd call any of those structures worth putting into Renegade. Try using some new textures instead of the Renegade ones. Part of making a structure is making the textures for them. [October 05, 2002, 01:02: Message edited by: aircraftkiller2001]

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sat, 05 Oct 2002 02:17:00 GMT

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quote:Originally posted by Vladimer:well it alllll looks great, asdounding, but i have one comment on the barracks, 1. the reneder in the ww pic, looks like its flater and wider, yours "looks" like its taller and skinnier, might be wrong though,c-ya great work i was thinking this same thing, make it wider and a bit lower.

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sat, 05 Oct 2002 02:26:00 GMT

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BTW, whats da poly count for da HoN? btw again, all da models are totally.....CCCCCOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOLLLLLLLLLLLLLLLLL!!!!!!

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sat, 05 Oct 2002 04:23:00 GMT
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I think they look kick a**

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sat, 05 Oct 2002 07:10:00 GMT
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quote:Originally posted by aircraftkiller2001:You've got a lot of work to do before I'd call any of those structures worth putting into Renegade. Try using some new textures instead of the Renegade ones. Part of making a structure is making the textures for them.I totally agree with this.

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sat, 05 Oct 2002 07:55:00 GMT
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if your makin a mod just dont forget theres already a ts mod in work but if you still wanna make it...
... can i beta test ?

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sat, 05 Oct 2002 12:29:00 GMT
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As of right now, I am officaly announcing my TS building mod, Renegade:Firestorm. Once I finish the nessecary buildings, I will begin to relase them in my own maps, all of which will be in MIX format. I don't plan on adding new units, but that may change with time. Even without new units they still should be fun to play, as the new buildings may offer/need new tactics for thier destruction. The frist map which I will relase with my new buildings will be C&C_Under2_Bilzzard, I felt it was only right to get Under involved, I KNOW everyone just loves the map... Sorry I have no ETA for all this, but I'll be sure to make it soon. Heres some new eye candy of the Hand Of Nod, still under construction. Out of all my buildings I like this one the least, I'm not happy how the back and sides look. Tell me what you think.

Enjoy!<http://www.renegademods.info/users/Triforce/NAHND.jpg><http://www.renegademods.info/users/Triforce/NAHND2.jpg><http://www.renegademods.info/users/Triforce/NAHND3.jpg><http://www.renegademods.info/users/Triforce/NAHND4.jpg><http://www.renegademods.info/users/Triforce/NAHND5.jpg><http://www.renegademods.info/users/Triforce/NAHND6.jpg>Triforce

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sat, 05 Oct 2002 12:33:00 GMT
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Opps, forgot the Westwood Render I modeled it
from:<http://www.renegademods.info/users/Triforce/hand.jpg>Triforce

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sat, 05 Oct 2002 17:43:00 GMT
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im happy now a another person to make me look like a newbie! lol jk tri but your very good!

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sat, 05 Oct 2002 17:57:00 GMT
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Man ACK! Why do you have to put someone down who does great work? Are you the only one who does great work around here? Looks like ACK wants all the attention around here...TriForce's work is amazing.... i think he should keep it the way it is. He sure has my attention!

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Sat, 05 Oct 2002 18:47:00 GMT
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quote:Originally posted by ahmedqman:Man ACK! Why do you have to put someone down who does great work? Are you the only one who does great work around here? Looks like ACK wants all the attention around here...TriForce's work is amazing.... i think he should keep it the way it is. He sure has my attention! Dude, you obviously missed the point. He's not impervious to suggestions and neither am I. I'm telling him he needs to have custom textures because those look nothing like TS without their respective texture work.

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Wed, 09 Oct 2002 07:12:00 GMT
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oh god here we go agaiN! ack likes attention, so much that he will not admit it... he likes being the center of attention and hogging credit... thats bassicly summed up ack's situation.

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Wed, 09 Oct 2002 07:36:00 GMT

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yup

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Wed, 09 Oct 2002 10:29:00 GMT

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quote:Originally posted by satx007:oh god here we go again! ack likes attention, so much that he will not admit it... he likes being the center of attention and hogging credit... thats bassicly summed up ack's situation.And yet again, you don't use any sort of mental faculties on your part. You only spew tired old anti-me mantras because you're inept and unable to do things I do.I've explained what he needs to do. If I were anyone else, you wouldn't be saying anything you do. Obviously you're full of yourself as much everyone else is, and only apply a double-standard to me because you cannot take any kind of suggestion that shows the world you're not capable of doing something properly.

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Wed, 09 Oct 2002 10:44:00 GMT

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quote:Originally posted by aircraftkiller2001:before I'd call any of those structures worth putting into Renegade. .That is somewhat harsh to be a useful comment, you dumbass.

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Wed, 09 Oct 2002 10:57:00 GMT

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quote:Originally posted by Steven Denman: quote:Originally posted by aircraftkiller2001:before I'd call any of those structures worth putting into Renegade. .That is somewhat harsh to be a useful comment, you dumbass.Yeah, ignore everything else, dumbass. That's the real way to prove a point.

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Wed, 09 Oct 2002 11:04:00 GMT

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Sweet Great job triforce wish i was that ggod invite me to test it out some time

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Wed, 09 Oct 2002 11:26:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Steven Denman:
quote:Originally posted by aircraftkiller2001:before I'd call any of those structures worth putting
into Renegade. .That is somewhat harsh to be a useful comment, you dumbass.Yeah, ignore
everything else, dumbass. That's the real way to prove a point. But why bother insulting
something like that. There is constructive criticism and then there is stupidity. Guess which one
yours falls into.

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Wed, 09 Oct 2002 11:32:00 GMT

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quote:Originally posted by Steven Denman: quote:Originally posted by aircraftkiller2001:
quote:Originally posted by Steven Denman: quote:Originally posted by aircraftkiller2001:before
I'd call any of those structures worth putting into Renegade. .That is somewhat harsh to be a
useful comment, you dumbass.Yeah, ignore everything else, dumbass. That's the real way to
prove a point. But why bother insulting something like that. There is constructive criticism and
then there is stupidity. Guess which one yours falls into.And in your eyes, arguing against it and
insulting the person who insults another is justified?Man, you're the pinnacle of hypocrisy.

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Wed, 09 Oct 2002 11:35:00 GMT

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You get what you give. Thats my justification.Story ended, this is now spam.The End.Please
continue talking about the buildings.

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Wed, 09 Oct 2002 11:39:00 GMT

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quote:Originally posted by Steven Denman:You get what you give. Thats my justification.Story
ended, this is now spam.The End.Please continue talking about the buildings.It was spam when
you decided to go on a holy crusade against me here. Get over yourself.

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Wed, 09 Oct 2002 14:10:00 GMT

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hear, hear.

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Wed, 09 Oct 2002 14:44:00 GMT
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I second at that notion.

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Wed, 09 Oct 2002 16:10:00 GMT
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quote:Originally posted by Triforce:As of right now, I am officaly announcing my TS building mod, Renegade:Firestorm. Once I finish the nessecary buildings, I will begin to relase them in my own maps, all of which will be in MIX format. I don't plan on adding new units, but that may change with time. Even without new units they still should be fun to play, as the new buildings may offer/need new tactics for thier destruction. The frist map which I will relase with my new buildings wil be C&C_Under2_Bilzzard, I felt it was only right to get Under involved, I KNOW everyone just loves the map... Sorry I have no ETA for all this, but I'll be sure to make it soon. Heres some new eye candy of the Hand Of Nod, still under construction. Out of all my buildings I like this one the least, I'm not happy how the back and sides look. Tell me what you think.

Enjoy!<http://www.renegademods.info/users/Triforce/NAHND.jpg><http://www.renegademods.info/users/Triforce/NAHND2.jpg><http://www.renegademods.info/users/Triforce/NAHND3.jpg><http://www.renegademods.info/users/Triforce/NAHND4.jpg><http://www.renegademods.info/users/Triforce/NAHND5.jpg><http://www.renegademods.info/users/Triforce/NAHND6.jpg>

TriforceI like the idea, but the hand needs another try, it dosent look right. Im not saying i could do better, but it needs a bit more work.I think you shoul hire a vehicle/infantry makers and start a full mod. but I like the idea where you dont have to install things, and its just on the maps. Keep up the good work.My 1 suggestion: Try to make a map with a veinhole monster in it! just replace the nod harvester and the refinery with a chemical plant thing and weed eater. make a ore feild for gdi, and a veinfeild for nod.I dunno, the veinhole monster just is cool.

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Wed, 09 Oct 2002 17:01:00 GMT
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by CatburthRD:ACK, your posts have the power and impact of an atomic bomb. You post one little thing in a topic and it literally explodes...why is this? Well to put it in a rather obvious sort of form...YOU'RE TO GOD D A_MNED NEGATIVE. You never have any thing positive to say, just whineing about how everything every body else does needs work. So on behalf of all those logical, ACK, go hump a monkey. Share a smile ACK, share a smile! If you call what I say negative, you obviously

haven't been beyond your pampered liberal home. Go into the real world. I'm nice compared to what you'll see. So, you're comparing your self to say...a Chinese Dictator? Or Maybe Stalin, yes you do look good compared to some body who has killed 50 million people, not that you said that but you left that door open for any asumption. So I just asume you are compareing your self to Hitler, maybe. In that case, let me recall a saying "There is always some body better." Okay let's turn that around into, "There is always some body worse." So taking that into perspective yes that's true, but looking at all this over all, you basically said "Yes, im an idiot, BUT THERE ARE PEOPLE WHO ARE WORSE THEN ME!" I dont care who is worse then you the point is you are below the level of good, and thats practically all that matters.And ACK, how many **** times do I have to tell you? SHARE A SMILE ACK, SHARE A SMILE!!! P.S. That monkey is waiting for your humping movements.

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Wed, 09 Oct 2002 17:01:00 GMT
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How do i make it so that the 2 zip files give me something where to extract how to make then put the buildings in.

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Wed, 09 Oct 2002 17:20:00 GMT
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There are two TS mods now?

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Wed, 09 Oct 2002 17:27:00 GMT
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Where in the blue hell do I extract the Mod and Mod2 zip files to?

Subject: Renegade: Firestorm Announced, new building, HoN
Posted by [Anonymous](#) on Wed, 09 Oct 2002 18:13:00 GMT
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okay, this was not intended to be a flame fest, so I'm going to ask that we all try and keep it on topic. Anyone on the fourm has the right to express their opinion here, so please let them do so. I happen to agree that they are needing new textures, I've been playing TS to see how the animations act and the current textures don't give it the TS feel. My first concerne is actually build them in gamx and have them functual ingame, then I can move on to textures. I also have a question, should I make a new skin for the doors or keep them as is? Triforce

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Wed, 09 Oct 2002 18:36:00 GMT

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quote:Originally posted by Triforce:okay, this was not intended to be a flame fest, so I'm going to ask that we all try and keep it on topic. Anyone on the fourm has the right to express their opinion here, so please let them do so. I happen to agree that they are needing new textures, I've been playing TS to see how the animations act and the current textures don't give it the TS feel. My first concerne is actually build them in gamx and have them functual ingame, then I can move on to textures. I also have a question, should I make a new skin for the doors or keep them as is? TriforceThank you for illustrating my point - these kiddies think any kind of suggestion not praising someone up to holy hell's ass is a negative comment.Anyways, use new door textures.

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Wed, 09 Oct 2002 19:03:00 GMT

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Yeah...up yours ack!

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Wed, 09 Oct 2002 19:07:00 GMT

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very cool models, personally I thought that the textutres were fine. They might not give a ts feel but they definitely work well. I think you should mostly concentrate on finishing. Alot of people forget that before there's a v1.1 there's a version 1. So far I haven't seen any finished renegade mods. I think your mod has one of the highest potentials I have seen, only rivaled by the Red Alert mod currently in progress. I think that you should continue to work on the mod and continue to create new structures and hopefully new units. As for the doors you don't get a very good look at them in TS so I'll think the renegade ones will work fine.

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Thu, 10 Oct 2002 00:12:00 GMT

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Very Nice models TriForce, can't wait to move around and find great hiding spots... that's one thing I think ren buildings lack.. good hiding spots.. if the base is not defended well enough and you have a chance to sneak in, hiding spots should be present as a reward.. I'm not talking about the maps where the entire map size is the entrance to the base, I'm talking about maps like Under, Field, Hourglass and such that have restricted access, so once in a building a spawner doesn't spot you so easily.

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Thu, 10 Oct 2002 02:21:00 GMT

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It looks graet is it don

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Thu, 10 Oct 2002 03:10:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Triforce:okay, this was not intended to be a flame fest, so I'm going to ask that we all try and keep it on topic. Anyone on the fourm has the right to express their opinion here, so please let them do so. I happen to agree that they are needing new textures, I've been playing TS to see how the animations act and the current textures don't give it the TS feel. My first concerne is actually build them in gamx and have them functual ingame, then I can move on to textures. I also have a question, should I make a new skin for the doors or keep them as is? TriforceThank you for illustrating my point - these kiddies think any kind of suggestion not praising someone up to holy hell's ass is a negative comment.Anyways, use new door textures.But ACK, yes you ddid point out that it needed new textures to look like the buildings in TS but it was just the way you said it quote:Originally posted by aircraftkiller2001:[QB]You've got a lot of work to do before I'd call any of those structures worth putting into Renegade.QB]It is hardly encouraging.Anyway, keep up the hard work Triforce.Oh and is this actually going towards a mod yet ?
