
Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Aircraftkiller](#) on Thu, 07 Oct 2004 20:38:50 GMT

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The Mobile Construction Vehicle was the key to winning the battles of WWII. Soviet and Allied armies utilized them to create fire bases on the front lines, allowing for rapid deployment of troops and vehicles needed to reinforce positions and continue the war effort. Ultimately this proved to be most successful for the Allies as their ability to entirely cloak their bases with Gap Generators, and being able to hide their MCVs with Mobile Gap Generators allowed them to set up in positions not even a mile away from Soviet fortifications and battle lines - effectively slicing their balls off from behind without ever being detected.

The model was done by Sir Phoenixx, and everything else including the bridge was done by myself. The bridge is making an appearance in Super Bridgehead, the reincarnated form of the original Red Alert game level that appeared in the Counterstrike expansion pack.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Dante](#) on Thu, 07 Oct 2004 20:44:07 GMT

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its not bad, but kinda pointless creation in Renegade, i mean, what you gonna do, buy one and drive it around?

i can see some SP things involved with it, or a "defend the convoy" type scenario, but im just not excited about it cause its pretty much just eye candy.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [PermaGrin](#) on Thu, 07 Oct 2004 20:44:34 GMT

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Ok. How will it actually role in the game of RenAlert? I mean I dont see the ability to construct a new base "not even a mile away", so how will it actually function?

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [exnyte](#) on Thu, 07 Oct 2004 20:48:51 GMT

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If memory serves, wasn't there a game mode being planned to "protect the MCV" or the like?

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Spice](#) on Thu, 07 Oct 2004 20:50:00 GMT

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The front is too big. It should be smaller like in the reference.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [bigjoe14](#) on Thu, 07 Oct 2004 20:50:53 GMT

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PermaGrinOk. How will it actually role in the game of RenAlert? I mean I dont see the ability to construct a new base "not even a mile away", so how will it actually function?

It will be used in single player missions and assault multiplayer matches.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [MilkyLep](#) on Thu, 07 Oct 2004 20:54:25 GMT

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bigjoe14PermaGrinOk. How will it actually role in the game of RenAlert? I mean I dont see the ability to construct a new base "not even a mile away", so how will it actually function?

It will be used in single player missions and assault multiplayer matches.

yup

RenAlert WebsiteTitle: Vehicle Upgrade: Mobile Construction Vehicle(MCV) Posted By: Espion on Oct 6 2004, 05:55 PM

The MCV was the most important Structure in Red Alert. When you needed on in the worst way, there was always reinforcements on the way escorting one to you in the battlefield. Or in the case of the allies, one could be Chronoshifted to your location.

Sir Phoenixx has upgraded our Mobile Conctruction Vehicle with much more detail than before. Aircraftkiller also completely retextured it.

The MCV will not be purchasable in Multiplayer, although it will be very valuable in the Single Player campaign. It may however make appearances in certain Multiplayer modes, such as Assault Mode. Just remember, no matter where you see a friendly MCV, make sure to protect it at all costs!

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [PermaGrin](#) on Thu, 07 Oct 2004 21:04:01 GMT

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Well since I dont visit the RenAlert forums, maybe the usage of this vehicle should have been posted along with the pictures and a manual-type description of it.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [PiMuRho](#) on Thu, 07 Oct 2004 21:22:11 GMT

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Shouldn't the front be sloping inwards a bit?

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Slash0x](#) on Thu, 07 Oct 2004 21:35:21 GMT

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It's could be like a new version of the "beacon the pedistol". Could be "destroy the MCV" instead. Or perhaps it could count as a building. So technically, you could hide somewhere in the level and still manage to win the game. That would make it essential for turning tables in a game.

EDIT: Like a "nothing to loss" thing.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Hav0c](#) on Thu, 07 Oct 2004 21:38:22 GMT

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Front should be smaller and the wheels larger aswell.
The textures also a bit dull, needs more variation.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Panther](#) on Thu, 07 Oct 2004 23:45:23 GMT

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The skin [texture map] could use some work on the details, but it is an improvement over the other one.

And one more thing, the brick textures on your bridge don't match up correctly. But that's somewhat minor.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Aircraftkiller](#) on Fri, 08 Oct 2004 02:11:30 GMT

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It has no skin, and saying "it needs more detail" means about as much as "you must care about what I ate for dinner last night." Explain what is needed or don't bother giving me vague generalizations. I added everything that was on the MCV with even more that wasn't there.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [gendres](#) on Fri, 08 Oct 2004 04:08:34 GMT

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I think that the wheels are a little small, other than that everythings fine

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [SuperFlyingEngi](#) on Fri, 08 Oct 2004 11:29:34 GMT

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You still need to sharpen the details out a bit on the greyish hump thing on the back of the truck. First time in a while I've seen something that looks cel-shaded comng from you.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Renardin6](#) on Fri, 08 Oct 2004 12:48:32 GMT

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Inaccurate model.

Look at the pic :

Wheels bigger, main front part less wide... Pretty bad sizes...

You don't have to change the texture but from my point of view : most of it looks like plastic, more details than a plain grey and green texture would be better. Just scale some parts and it will be ok.

And the tires are different. Why do you still use the wheels of Nod Renegade Supply truck ?
having problems making new wheels ?

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [cheesesoda](#) on Fri, 08 Oct 2004 13:39:18 GMT

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Renardin6most of it looks like plastic, more details than a plain grey and green texture would be better. Just scale some parts and it will be ok.

Retardin, it doesn't look like plastic. Just because he uses that insult on your textures, doesn't mean that you get to say it about the RenAlert team. The truth is, your textures DO look like plastic.

I overall liked it and say that it doesn't need a change unless you want it to be almost exactly like the picture. And in the case of making it look exactly like it, the model is unproportional. The wheels should be bigger, the hood should slant down, and the front should be smaller.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Sir Phoenixx](#) on Fri, 08 Oct 2004 13:55:26 GMT

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The hood does slant down.

In the Red Alert movie of it driving through snow it shows the hood almost as wide as that, I never seen that image with it on the bridge until he made the bridge scene.

The only thing wrong with the model is that the wheels are slightly too small (and the hood probably needs to be a little smaller).

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [cheesesoda](#) on Fri, 08 Oct 2004 15:39:01 GMT

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Sir PhoenixxThe hood does slant down.

Hmm...I guess it does...

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [PiMuRho](#) on Fri, 08 Oct 2004 15:52:43 GMT

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The hood also slopes inwards to the front.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Blazer](#) on Fri, 08 Oct 2004 17:00:35 GMT

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Comparing it to the picture, the hood should be more angled (less "square", more

"triangular")...the hood in the one in the picture is wide near the windshield base, and is less wide in the front (I have actually seen a truck that looked just like this and the hood looks like the one in the first pic). Also the tires need to be larger/fatter like the ones in the first pic.

Thats about all I could find "wrong" with it, It's a good model, I was strictly comparing it to the vehicle in the first picture.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)
Posted by [icedog90](#) on Fri, 08 Oct 2004 18:38:11 GMT
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EXdeath7The front is too big. It should be smaller like in the reference.

Also, the grill in the front should be much smaller too.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)
Posted by [rm5248](#) on Fri, 08 Oct 2004 19:41:55 GMT
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Just a few suggestions...

Subject: Renegade Alert Mobile Construction Vehicle (MCV)
Posted by [PermaGrin](#) on Fri, 08 Oct 2004 20:15:49 GMT
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The support post on the topside of the bridge. Why are the tops of the posts covered in bark? You should also remove some of the top support post altogether and space them out to line up with the support post under the bridge.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)
Posted by [cheesesoda](#) on Fri, 08 Oct 2004 20:42:29 GMT
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Do you have to be ridiculous?

Subject: Renegade Alert Mobile Construction Vehicle (MCV)
Posted by [PiMuRho](#) on Fri, 08 Oct 2004 20:48:16 GMT
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Actually, he's exactly right. Look at the reference pic - the posts continue under the bridge, as they're the supports.

Also, the texture on top should be the concentric rings of cut logs.

Hardly ridiculous.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)
Posted by [cheesesoda](#) on Fri, 08 Oct 2004 20:54:04 GMT
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The idea of his post was to nitpick...it's a mimic of the first picture, it has no relevance to the game itself (as far as I know) unlike the actual truck.

That's why his post was ridiculous.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)
Posted by [PermaGrin](#) on Fri, 08 Oct 2004 22:13:45 GMT
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No. I was not trying to start shit I was simply stating my thoughts on the scene. If I wanted to start shit I would have pulled out the same bullshit lines given back and forth for the past months. Unlike others around here I have moved on, I have no need to bicker over such petty things. If they dont want to fix the bridge, then they done have to. It surely will not effect gameplay at all.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)
Posted by [cheesesoda](#) on Fri, 08 Oct 2004 22:15:11 GMT
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The bridge is ingame? If it is then I completely mistook your post.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)
Posted by [Dan](#) on Fri, 08 Oct 2004 22:22:28 GMT
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Lol, anyway, how about making the top of the wooden supports look sawn off, instead of having bark cover it. And some wear and tear on the road, like dark areas where tyres have constantly driven over. Also, I think the supports could be spread out a bit more, this would be more accurate to the reference, and would also reduce the number of polygons by some amount.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Javaxcx](#) on Fri, 08 Oct 2004 23:06:01 GMT

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Just looking at the reference picture, the hood appears to be longer lengthwise stretching away from the cabin. In the model, it is shorter and wider.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Aircraftkiller](#) on Sat, 09 Oct 2004 00:47:34 GMT

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It's the number 11, on the rear of the shell and on the sides of the crane.

The posts are spaced fine, if they go smaller, they're too narrow for ships to pass. Too wide, and it looks fake. The posts are not covered in bark, it's simply wood with seams and indentation in it - just like the render scene.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [PiMuRho](#) on Sat, 09 Oct 2004 06:47:39 GMT

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Well, you seem to have twice as many posts in your render than in the reference picture.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Aircraftkiller](#) on Sat, 09 Oct 2004 07:32:58 GMT

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Which posts? The bridge supports, or the actual posts? The bridge is of undetermined length which means I can add as many or as little of the posts as I want. The bridge scene never showed all of the posts, and it only showed one support beneath it.

I duplicated it as best I could from only a single image. You find me more of it and I'll add different things to it, otherwise it's not being modified anymore.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Blazea58](#) on Sat, 09 Oct 2004 07:43:21 GMT

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holly crap, picky people lol. I don't know why it has to look identical to his render picture, hell if he didn't even supply it, not many people would even be able to compare it between the other, therefor there wouldn't be so many people picking at things that surely wont change.

I think there has to be some originality in every model, or map i see, otherwise it just doesn't appeal to me, so adding things that aren't in the picture, is a good bonus, for me.

I don't think those posts are really to spaced together either, because those pictures aren't from ground level.

Wah, the wood isen't the exact same color as on the reference, were all going to die.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [PiMuRho](#) on Sat, 09 Oct 2004 07:59:39 GMT

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Each of the posts in your reference picture continue down through the bridge and into the water.

The bridge supports just protrude above the bridge level. You have the protruding portions above the bridge, but with no supports underneath.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Cypher \[PCNC\]](#) on Sat, 09 Oct 2004 08:12:54 GMT

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j_ball430Renardin6most of it looks like plastic, more details than a plain grey and green texture would be better. Just scale some parts and it will be ok.

Retardin, it doesn't look like plastic. Just because he uses that insult on your textures, doesn't mean that you get to say it about the RenAlert team. The truth is, your textures DO look like plastic.

I overall liked it and say that it doesn't need a change unless you want it to be almost exactly like the picture. And in the case of making it look exactly like it, the model is unproportional. The wheels should be bigger, the hood should slant down, and the front should be smaller.

Yo, No_balls430, you really shouldn't insult Renardin just for the hell of it (or cause you're an ACK fanboy or whatever).

It is a known fact that ACK constantly makes (or made in the past, since I'm not talking specifically about this model) plastic like textures. I've never seen ACK saying it about Reborn (though he probably has said so... whether as an original thought or copying someone else's words, I can't say), but I have made the same criticism to ACK on previous models (like the Jeep), after which he fixed the textures.

So get a clue, and don't insult people for no reason.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Cypher \[PCNC\]](#) on Sat, 09 Oct 2004 08:24:48 GMT

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PiMuRhoEach of the posts in your reference picture continue down through the bridge and into the water.

The bridge supports just protrude above the bridge level. You have the protruding portions above the bridge, but with no supports underneath.

ACK, he's right.

These are not just poles, they are the supports protruding on top of the bridge, and the render from the movie actually shows that (two supports, not just one). At the lower left corner of the picture where you clearly see one support, there's also, if you move a bit to the right, a solid object that continues past the brick line - another support right under the next pole.

And since we're already on the subject, it does seem as if the MCV would fit between two poles/supports. Although, granted, it doesn't matter since, as you say, you can put as many as you want there, arbitrarily - as long as you understand that they are not just poles, but supports that go above the bridge as well.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [sniper12345](#) on Sat, 09 Oct 2004 08:46:49 GMT

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^ It takes the combined power of EA and hell to shut Cypher up.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Cypher \[PCNC\]](#) on Sat, 09 Oct 2004 09:28:50 GMT

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Err... huh?

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Oblivion165](#) on Sat, 09 Oct 2004 09:36:39 GMT

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never put ea in any spot of glory or praise. They are the scum of the gaming industry.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [sniper12345](#) on Sat, 09 Oct 2004 09:36:41 GMT

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I like them rants though.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [sniper12345](#) on Sat, 09 Oct 2004 09:37:18 GMT

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oblivion165never put ea in any spot of glory or praise. They are the scum of the gaming industry.

What made you think I put them in glory?

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Sir Phoenixx](#) on Sat, 09 Oct 2004 12:03:05 GMT

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Quote:EA and hell

He thought you were referring to them as opposites there.

Quote:Yo, No_balls430, you really shouldn't insult Renardin just for the hell of it

He shouldn't insult Renardin for no reason, but you get to insult him for no reason?

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Oblivion165](#) on Sat, 09 Oct 2004 12:05:50 GMT

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sniper12345oblivion165never put ea in any spot of glory or praise. They are the scum of the gaming industry.

What made you think I put them in glory?

The way you worded your sentence, implies that making him shut up was a good thing, therefore making EA a good thing.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Cypher \[PCNC\]](#) on Sat, 09 Oct 2004 12:16:33 GMT

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Sir PhoenixxQuote:EA and hell

He thought you were referring to them as opposites there.

Quote:Yo, No_balls430, you really shouldn't insult Renardin just for the hell of it

He shouldn't insult Renardin for no reason, but you get to insult him for no reason?
Clearly, Sir Phoenixx, that was a spoof of HIS own insult. Because of his own insult.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Renardin6](#) on Sat, 09 Oct 2004 18:00:54 GMT

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j_ball430Renardin6most of it looks like plastic, more details than a plain grey and green texture would be better. Just scale some parts and it will be ok.

Retardin, it doesn't look like plastic. Just because he uses that insult on your textures, doesn't mean that you get to say it about the RenAlert team. The truth is, your textures DO look like plastic.

I just give an opinion not a bashing. Before making such statements, just read Renalert Medium Tank thread here...

Oh wait I will quote myself :

Renardin6nice model, very good texture.

So now, you know you are wrong. And I didn't insulted you for your mistake. Chill out dude.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [glyde51](#) on Sat, 09 Oct 2004 18:15:56 GMT

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conflict = bad

Be a happy bunch of people

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Aircraftkiller](#) on Sat, 09 Oct 2004 18:25:39 GMT

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Even if the poles go down into the water, I'm not making them that way - simply because I want ships to be able to pass underneath of it, otherwise the bridge is simply a hinderance to naval combat and doesn't allow more tactical strategies to be played out.

Quote:It is a known fact that ACK constantly makes (or made in the past, since I'm not talking specifically about this model) plastic like textures. I've never seen ACK saying it about Reborn (though he probably has said so... whether as an original thought or copying someone else's

words, I can't say), but I have made the same criticism to ACK on previous models (like the Jeep), after which he fixed the textures.

You idiot, that's an opinion. Thanks for giving me a reason to not want to give your posts, opinions, or existence credence in the future.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Dan](#) on Sat, 09 Oct 2004 18:30:24 GMT

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I think it would be a nice idea to make the supports go in the water, but to also make the bridge destroyable, and create the animation in such a way that boats and submarines will be able to pass through once the bridge has been destroyed.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Aircraftkiller](#) on Sat, 09 Oct 2004 18:33:41 GMT

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It's going to fall apart into sections when destroyed, so yeah.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Cypher \[PCNC\]](#) on Sat, 09 Oct 2004 19:44:28 GMT

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Oh yeah, sorry. You're right.

Bad phrasing. I meant to say that that particular criticism is not new in regards to your textures. From me on several occasions (and opinion or not, you acted upon it and fixed it) and from others as well. That's all.

But you are right, it was a badly phrased post.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Aircraftkiller](#) on Sat, 09 Oct 2004 19:51:34 GMT

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Point taken, but still. The reason I, and others, say Retardin's work is plastic is that he *never* does anything to fix it. They all look identical to one another, and it sucks.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Spice](#) on Sat, 09 Oct 2004 20:50:59 GMT

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Now that is how it's done. Solved with a peaceful resolution.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [cheesesoda](#) on Sat, 09 Oct 2004 21:13:13 GMT

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Cypher [PCNC]Yo, No_balls430, you really shouldn't insult Renardin just for the hell of it (or cause you're an ACK fanboy or whatever).

It is a known fact that ACK constantly makes (or made in the past, since I'm not talking specifically about this model) plastic like textures. I've never seen ACK saying it about Reborn (though he probably has said so... whether as an original thought or copying someone else's words, I can't say), but I have made the same criticism to ACK on previous models (like the Jeep), after which he fixed the textures.

So get a clue, and don't insult people for no reason.

Must we continue this bullshit from last night? Renardin's work looks like plastic. Aircraftkiller's doesn't. Maybe, I don't know, JUST MAYBE that's why I say this? Seems like a radical idea, huh? :rolleyes:

I am not a Aircraftkiller fanboy, I just agree with him most of the time. Say what you will, but I'll just discredit it because you're a moron.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Renardin6](#) on Sun, 10 Oct 2004 01:28:00 GMT

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AircraftkillerPoint taken, but still. The reason I, and others, say Renardin's work is plastic is that he *never* does anything to fix it. They all look identical to one another, and it sucks.

Sure...

Check the links, it shows how I don't change my models or care about the public... (ironic)

<http://www.reborn.communityteam.de/renardin/forum/viewtopic.php?t=1378>

<http://www.reborn.communityteam.de/renardin/forum/viewtopic.php?t=1394>

<http://www.reborn.communityteam.de/renardin/forum/viewtopic.php?t=1385>

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Renx](#) on Sun, 10 Oct 2004 01:37:51 GMT

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Yeah, gotta love those minor differences.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)
Posted by [YSLMuffins](#) on Sun, 10 Oct 2004 03:33:30 GMT

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Hmmm, let's see how much further off-topic this can get from this point on. :-\

Subject: Renegade Alert Mobile Construction Vehicle (MCV)
Posted by [PermaGrin](#) on Sun, 10 Oct 2004 04:16:41 GMT

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You know now that I think about (your name reminded me), I cant even remeber the last time I had a muffin.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)
Posted by [Slash0x](#) on Sun, 10 Oct 2004 04:23:28 GMT

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PermaGrinYou know now that I think about (your name reminded me), I cant even remeber the last time I had a muffin.

Talk about "tangents"...I thought my Chem teacher was bad.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)
Posted by [sniper12345](#) on Sun, 10 Oct 2004 06:16:36 GMT

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AircraftkillerPoint taken, but still. The reason I, and others, say Retardin's work is plastic is that he *never* does anything to fix it. They all look identical to one another, and it sucks.

Too bad your truck still looks like cartoon.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)
Posted by [Vitaminous](#) on Sun, 10 Oct 2004 06:46:01 GMT

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And your mom looks like ass, your point being?

Anyhow, I like it, but I think that the model needs minor tweek, no need to say what they are

since they were already posted by several users.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [icedog90](#) on Sun, 10 Oct 2004 08:12:18 GMT

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PermaGrinYou know now that I think about (your name reminded me), I cant even remeber the last time I had a muffin.

Same.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Renardin6](#) on Sun, 10 Oct 2004 11:34:40 GMT

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RenxYeah, gotta love those minor differences.

Don't be a fag, I pointed out the fact I do care about what people ask if it's constructive and can help the mod. Now just face it.

Minor ? What's the purpose of changing a model with big differences if it is almost good and only need some other small details... It's not always minor differences... (Ex : Mammoth is finished and ready to be animated and boned by thekgbspy).

Here you can see some minor changes that a fan pointed out :

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Sir Phoenixx](#) on Sun, 10 Oct 2004 12:37:52 GMT

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Quote:Don't be a fag, I pointed out the fact I do care about what people ask if it's constructive and can help the mod. Now just face it.

And yet you (and the person that made the model) completely ignored pretty much all suggestions and constructive criticism for the Hover MLRS and didn't fix anything on it.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Hav0c](#) on Sun, 10 Oct 2004 12:48:51 GMT

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How would you know, you haven't seen the updated version yet, because its still being worked on.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Renardin6](#) on Sun, 10 Oct 2004 12:49:59 GMT

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I fix what I can. If it's a problem of model or unwrap, it's the work of somebody else. And I didn't ignored anything. Just have a look to reborn forum again.

Hover Mrls thread !

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Sir Phoenixx](#) on Sun, 10 Oct 2004 12:55:57 GMT

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I read through it just before I posted that reply, and the last picture (actually, EVERY picture) of the Hover MLRS in there showed the exact same problems and issues in the uvw mapping, modeling, and texture, the only thing changed is Madtone's addition of some different coloring.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [cowmisfit](#) on Sun, 10 Oct 2004 14:24:19 GMT

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I wanna know what the hell kinda plastic you guys are looking at if you think reborne stuff looks like it. Send That shit to NASA lol.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Renx](#) on Sun, 10 Oct 2004 14:41:53 GMT

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Renardin6RenxYeah, gotta love those minor differences.

Don't be a fag, I pointed out the fact I do care about what people ask if it's constructive and can help the mod. Now just face it.

Minor ? What's the purpose of changing a model with big differences if it is almost good and only need some other small details... It's not always minor differences... (Ex : Mammoth is finished and ready to be animated and boned by thekgbspy).

Here you can see some minor changes that a fan pointed out :

I wasn't talking about the mmk2, obviously, since everything before that and even your own post was referring to the infantry models. You posted 3 images, all that used the same model with minor differences. :rolleyes:

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Toolstyle](#) on Sun, 10 Oct 2004 16:21:53 GMT

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...and he was pointing out that not only minor problems are fixed but major ones are as well.

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Renardin6](#) on Sun, 10 Oct 2004 17:17:26 GMT

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Sir Phoenixxl read through it just before I posted that reply, and the last picture (actually, EVERY picture) of the Hover MLRS in there showed the exact same problems and issues in the uvw mapping, modeling, and texture, the only thing changed is Madtone's addition of some different coloring.

Can you read ? :rolleyes:

DethHav0cHow would you know, you haven't seen the updated version yet, because its still being worked on.

...no comments duuuuuuh...
