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Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Aircraftkiller](#) on Thu, 07 Oct 2004 20:42:45 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.

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Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [MilkyLep](#) on Thu, 07 Oct 2004 20:46:27 GMT

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No offence but i dont like the texture, i dont know maybe its the model or colors, but i just dont like it.

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Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Dante](#) on Thu, 07 Oct 2004 20:50:29 GMT

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Danteits 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.

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Subject: Re: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [rm5248](#) on Thu, 07 Oct 2004 21:14:57 GMT

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AircraftkillerThe 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.

Umm... Technincally, Red Alert wasn't WWII, WWII was Allies vs Axis. Slight error.

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Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Aircraftkiller](#) on Thu, 07 Oct 2004 21:27:00 GMT

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The war occuring between the Allies and Soviets is their WWII. WWI happened, WWII was stopped by Einstien only to begin yet again.

The MCV will appear in Defend the MCV levels, Assault, and especially in single player where it's imperative to defend it in order to allow it to deploy into a Construction Yard and begin creating other structures.

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Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [cheesesoda](#) on Thu, 07 Oct 2004 21:36:33 GMT

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Looks good, I like how you put it in the movie screen.

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [YSLMuffins](#) on Thu, 07 Oct 2004 23:21:23 GMT

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The MCV always was my favorite unit. Looks great. :thumbsup:

Just wish it had a few blue highlights, since blue is my favorite color.

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Blazea58](#) on Thu, 07 Oct 2004 23:33:36 GMT

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That is done very perfectly, as i can see you didnt go overboard with this one at all, which is great. 5 sided cylinders, thats good considering the size of the bridge, and the detail per support.

---

The only thing i'd like to know, is if infantry can jump over those walls, and how many metres long the bridge is. What's the polygon count, without the Mcv, and how wide are the paths on either side of the road part.

What kind of terrain will the bridge be going over? Like for instance is it a water span bridge, or will it go over large elevated areas etc. It just seems that if i saw that bridge, id see alot of architecture being the same in that area, meaning alot of log cabins, and alot of stucco usage.

The only thing that looks out of place is the whiteness of the supports, as in the render you can see its more of stucco , rather than a concrete, and toned down alot more. Otherwords its looking very good, i can't wait to see this bridge featured in some maps.

It looks like you spent a great deal of time just getting that scene correct, which looks very similar to the renders.

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)  
Posted by [Sir Phoenixx](#) on Thu, 07 Oct 2004 23:51:53 GMT  
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I think he said it was about 5000 polygons.

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)  
Posted by [sniper12345](#) on Fri, 08 Oct 2004 07:55:11 GMT  
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More details...

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Subject: Renegade Alert Mobile Construction Vehicle (MCV)  
Posted by [Aircraftkiller](#) on Fri, 08 Oct 2004 08:20:08 GMT  
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Sorry, we're not in the business of adding non-existent detail so you'll find something else to complain about just for the sake of doing so.

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)  
Posted by [cowmisfit](#) on Fri, 08 Oct 2004 10:51:00 GMT  
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If you look at it, the hood should be going up to an thiner triangle type angle, the windows shoudl not be that big , bigger tires. just a few observations.

---

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [sniper12345](#) on Fri, 08 Oct 2004 12:32:56 GMT

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AircraftkillerSorry, we're not in the business of adding non-existent detail so you'll find something else to complain about just for the sake of doing so.

I understand, just like Reborn.

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Ferhago](#) on Fri, 08 Oct 2004 13:02:53 GMT

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Uh oh, he called you a Reborn

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [ViolentOrgy](#) on Fri, 08 Oct 2004 14:22:04 GMT

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---

All we need now is the ability to create structures ingame. BTW what is the purpose of making the vehical?

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [exnyte](#) on Fri, 08 Oct 2004 14:32:39 GMT

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AircraftkillerThe MCV will appear in Defend the MCV levels, Assault, and especially in single player where it's imperative to defend it in order to allow it to deploy into a Construction Yard and begin creating other structures.

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [cheesesoda](#) on Fri, 08 Oct 2004 15:42:59 GMT

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---

ViolentOrgyAll we need now is the ability to create structures ingame. BTW what is the purpose of making the vehical?

What in the world made you think up that stupid name? It makes me think that this was your thought process, "OMG OMG I R LI3K VIOL3NT ORGYI3Z...OMG...TAHTZ IT!!!!!!111!!!oneone!! I R CALLING MYS3LF VIOL3NTORGY!!!one111one!"

---

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Aircraftkiller](#) on Fri, 08 Oct 2004 16:53:13 GMT

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sniper12345AircraftkillerSorry, we're not in the business of adding non-existent detail so you'll find something else to complain about just for the sake of doing so.

I understand, just like Reborn.

You are an idiot. Telling me "more detail" means absolutely nothing. It's another way for you to troll the forum. If you actually pointed out what you wanted added to it, I would look into doing it. Since you didn't bother, I told you exactly that - we don't add "detail" for the sake of adding it. Explain what you want or shut the hell up.

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [sniper12345](#) on Fri, 08 Oct 2004 17:10:12 GMT

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Ok.

The back lacks more like plain colour, other than a real texture seen in our world. Because of this, it looks very cartoonish, as seen from the front view.

But you already knew that, right? Seeing how you constantly judge and bash... maybe it's just that you have too much pride and you just can't take criticism?

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [ViolentOrgy](#) on Fri, 08 Oct 2004 17:54:06 GMT

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j\_ball430ViolentOrgyAll we need now is the ability to create structures ingame. BTW what is the purpose of making the vehical?

What in the world made you think up that stupid name? It makes me think that this was your thought process, "OMG OMG I R LI3K VIOL3NT ORGYI3Z...OMG...TAHTZ IT!!!!!!111!!!oneone!! I R CALLING MYS3LF VIOL3NTORGY!!!one111one!"

It was a machingband thing dont ask...

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [cheesesoda](#) on Fri, 08 Oct 2004 18:13:42 GMT

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Don't worry, I don't plan on asking because I don't want to know. Just thinking of marchingband with violent orgy makes me feel sick as it is.

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Aircraftkiller](#) on Sat, 09 Oct 2004 01:19:44 GMT

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sniper12345Ok.

The back lacks more like plain colour, other than a real texture seen in our world. Because of this, it looks very cartoonish, as seen from the front view.

But you already knew that, right? Seeing how you constantly judge and bash... maybe it's just that you have too much pride and you just can't take criticism?

This is a unit that isn't in our world. The metal compounds on it are not going to look exactly like steel, aluminum, iron, or whatever else is used to construct vehicles. It expands and turns into a full-service Construction Yard - it's not meant to be the way you think it should. The lighting I used is also a factor in why it looks the way it does, because I increased the ambient lighting in order to show everything on it.

In-game, it looks fine just the way it was meant to.

I take criticism fine, I have little pride. If you stopped assuming so much you'd probably understand that.

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [sniper12345](#) on Sat, 09 Oct 2004 08:43:38 GMT

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So er, the Construction yard is expanded from a cartoonish looking truck?

...I'm going to use my imagination hard now.

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [PermaGrin](#) on Sat, 09 Oct 2004 17:12:18 GMT

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---

AircraftkillerThis is a unit that isn't in our world. The metal compounds on it are not going to look exactly like steel, aluminum, iron, or whatever else is used to construct vehicles.

WTF? What a tool. After all the bullshit you gave Renardin about his "plastic toys". In the end all we had to do is say that and everything would have been fine?

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Hav0c](#) on Sat, 09 Oct 2004 17:20:18 GMT

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woned. kthx :rolleyes:

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**Subject: Renegade Alert Mobile Construction Vehicle (MCV)**

Posted by [Aircraftkiller](#) on Sat, 09 Oct 2004 18:28:45 GMT

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Your models don't expand and turn into a structure, you idiot. As for a "cartoonish looking truck," I'm starting to find your comments a lot more cartoonish than anything else. Bring something out and a little sheep retard like you goes around to regurgitate something I said months ago thinking you're cute for doing stupid things.

---

---

**Subject: Renegade Alert Mobile Construction Vehicle (MCV)**

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

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---

What looks so cartoonish about it, anyway? It looks just like regular metal to me.

---

---

**Subject: Renegade Alert Mobile Construction Vehicle (MCV)**

Posted by [PermaGrin](#) on Sat, 09 Oct 2004 18:54:21 GMT

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---

Ok. Let me get this straight. If a texture doesnt look good on our model, it sucks because our model doesnt turn into a structure. Yet if a texture doesnt look so good on your model, it is ok because it turns into something else. Then you call me an idiot after you say that. Good job on that one. One day you will understand what everyone is talking about. Till then, have a great time.

---

---

**Subject: Renegade Alert Mobile Construction Vehicle (MCV)**

Posted by [glyde51](#) on Sat, 09 Oct 2004 18:59:28 GMT

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Why can't the mod teams get along! :(

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**Subject: Renegade Alert Mobile Construction Vehicle (MCV)**

Posted by [Aircraftkiller](#) on Sat, 09 Oct 2004 19:46:40 GMT

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It is supposed to look the way it does, ever consider the possibility that I made it look that way intentionally? It's just like the MCV in the videos, and it's also a lot like a truck would look like in reality.

---

The part you don't seem to "get" is that EVERYTHING your dumbass member Retardin does looks like plastic or concrete mixed in with plastic. The MCV was intentionally made to look the way it does because the shell section of it is meant to expand and turn into a structure. How the fuck else can it look? Is it that hard to comprehend it?? It's a special unit, it's meant to look different.

Retardin's work has nothing to do with units that expand and turn into something else. They all look like plastic\concrete Tonka toys because of the sheer lack of detail, attention, and color schemes he puts into them. They're all alike, and they all suck.

There's the difference.

---

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Subject: Renegade Alert Mobile Construction Vehicle (MCV)  
Posted by [Opalkilla](#) on Sat, 09 Oct 2004 19:50:56 GMT  
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AircraftkillerIt is supposed to look the way it does, ever consider the possibility that I made it look that way intentionally? It's just like the MCV in the videos, and it's also a lot like a truck would look like in reality.

The part you don't seem to "get" is that EVERYTHING your dumbass member Retardin does looks like plastic or concrete mixed in with plastic. The MCV was intentionally made to look the way it does because the shell section of it is meant to expand and turn into a structure. How the fuck else can it look? Is it that hard to comprehend it?? It's a special unit, it's meant to look different.

Retardin's work has nothing to do with units that expand and turn into something else. They all look like plastic\concrete Tonka toys because of the sheer lack of detail, attention, and color schemes he puts into them. They're all alike, and they all suck.

There's the difference.

Owned.

---

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Subject: Renegade Alert Mobile Construction Vehicle (MCV)  
Posted by [PermaGrin](#) on Sat, 09 Oct 2004 21:23:03 GMT  
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Whatever, I am sick of your bullshit back and forth thinking.

---

---

Subject: Renegade Alert Mobile Construction Vehicle (MCV)  
Posted by [rm5248](#) on Sat, 09 Oct 2004 21:47:51 GMT

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AircraftkillerRetardin's work has nothing to do with units that expand and turn into something else. They all look like plastic\concrete Tonka toys because of the sheer lack of detail, attention, and color schemes he puts into them. They're all alike, and they all suck.

That is your opinion. That's not a fact.

---

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Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [Aircraftkiller](#) on Sun, 10 Oct 2004 01:08:02 GMT

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No, really? I thought I made that clear, but obviously not! :rolleyes:

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Subject: Renegade Alert Mobile Construction Vehicle (MCV)

Posted by [remek](#) on Sun, 10 Oct 2004 01:52:13 GMT

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bridge itself looks better than mcv..gj, and why did u post this in both general discussion and mods sections?

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