
Subject: Red Alert 1 Cruiser Eye Candy
Posted by [Anonymous](#) on Sun, 03 Nov 2002 19:32:00 GMT
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Well I modeled the crusier one night thinking it was the destroyer and when I realized that it was not, I was half way done. Anyway i decided to finish it up, but sadly i will not be used . I thought you people would enjoy seeing it for the fun of it. Well Enjoy I still have to do some texture editing. Picture 1 Picture 2

Subject: Red Alert 1 Cruiser Eye Candy
Posted by [Anonymous](#) on Sun, 03 Nov 2002 19:34:00 GMT
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purdy

Subject: Red Alert 1 Cruiser Eye Candy
Posted by [Anonymous](#) on Sun, 03 Nov 2002 19:37:00 GMT
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Its huge! I love it! Too bad it won't be used, it be awsome to blow away a base with one of those.
Great job anyways. Triforce [November 03, 2002, 19:40: Message edited by: Triforce]

Subject: Red Alert 1 Cruiser Eye Candy
Posted by [Anonymous](#) on Sun, 03 Nov 2002 19:47:00 GMT
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Its good but i would make the turrets a little higher at the base. bigger base.

Subject: Red Alert 1 Cruiser Eye Candy
Posted by [Anonymous](#) on Sun, 03 Nov 2002 22:35:00 GMT
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FDS was running fine till i restarted it. now i get this error everytime and it kicks me down to 1Mbps. did i do something or is it WW?

Subject: Red Alert 1 Cruiser Eye Candy
Posted by [Anonymous](#) on Sun, 03 Nov 2002 23:27:00 GMT
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quote:Originally posted by Nodbugger:Its good but i would make the turrets a little higher at the

base. bigger base.It doesn't matter. He said he wasn't going to use it.Besides, I like it the way it is! [November 03, 2002, 23:28: Message edited by: vloktboky03]

Subject: Red Alert 1 Cruiser Eye Candy
Posted by [Anonymous](#) on Mon, 04 Nov 2002 03:46:00 GMT
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just givng suggestions.

Subject: Red Alert 1 Cruiser Eye Candy
Posted by [Anonymous](#) on Mon, 04 Nov 2002 04:09:00 GMT
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quote: just givng suggestions. Suggest all you want to, i dont care. If this model findes itself into this mod, it would beyond fixed up. I was bored last night a besided to texture it. (I never finished modeling it)

Subject: Red Alert 1 Cruiser Eye Candy
Posted by [Anonymous](#) on Mon, 04 Nov 2002 05:28:00 GMT
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aRg...

Subject: Red Alert 1 Cruiser Eye Candy
Posted by [Anonymous](#) on Mon, 04 Nov 2002 10:04:00 GMT
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quote:Originally posted by Gernader8:Suggest all you want to, i dont care. If this model findes itself into this mod, it would beyond fixed up. I was bored last night a besided to texture it. (I never finished modeling it)Well then, in that case, I have one suggestion. You should put some rails around the deck. It would make it look more realistic.

Subject: Red Alert 1 Cruiser Eye Candy
Posted by [Anonymous](#) on Mon, 04 Nov 2002 13:11:00 GMT
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I get that sometimes, try setting your bandwidth in your .ini file.

Subject: Red Alert 1 Cruiser Eye Candy
Posted by [Anonymous](#) on Mon, 04 Nov 2002 17:46:00 GMT
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i was going to try that as a last resort. just wondering exactly what it means. thnx though bean man
