
Subject: Renegade Alert's 0.250 alpha has been released to the chosen
Posted by [Anonymous](#) on Tue, 19 Nov 2002 18:49:00 GMT

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I've finally finished coding the Tesla Tank... So it will be in-game when you test. 0.250 CHANGES
----- Tesla Tank added. Tesla Tank electrical sound added. Tesla Tank modified. Apache
balanced, airborne flight specifications fixed. Repair zones fixed. Rocket soldier tracking fixed.
Flame Towers taken out until proper coding is done. Turret damage lessened. Destroyed vehicles
on your team's side will sound off with "Unit lost." Report if one doesn't make that sound. Ore
Truck speed adjusted. Minor structure adjustments. Proper Purchase Terminals installed in the
War Factories for alpha testing. Improved infantry versions added. -----You can see
screenshots of the test
here-<http://www.cncrenegade.info/modules.php?name=Content&pa=showpage&pid=23&page=11>

Subject: Renegade Alert's 0.250 alpha has been released to the chosen
Posted by [Anonymous](#) on Tue, 19 Nov 2002 20:02:00 GMT

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ok here is the first RA2 models.the Missile Launcher IFV. Click here to check it out Goto RA2 Mod
folder.here is where you can Check out all the stuff we have so far.the turret is kinda messed up
cause i dont have a good picture of the IFV so the turrets kinda sux. [November 19, 2002, 20:06:
Message edited by: Havoc 89]

Subject: Renegade Alert's 0.250 alpha has been released to the chosen
Posted by [Anonymous](#) on Tue, 19 Nov 2002 23:45:00 GMT

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the turret on the ifv for missiles is sorta like a nod sam box.....similar but not exact.the chassis
looks good though.....the turret you have on now looks more like a gatling gun turret.Eric.

Subject: Renegade Alert's 0.250 alpha has been released to the chosen
Posted by [Anonymous](#) on Wed, 20 Nov 2002 04:43:00 GMT

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Yea isn't it 8 grouped tubes?

Subject: Renegade Alert's 0.250 alpha has been released to the chosen
Posted by [Anonymous](#) on Wed, 20 Nov 2002 13:39:00 GMT

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quote:Originally posted by avroaero:nice....low poly count. i would of thought more Low... 2000
is way too many,especially for a model of that quality.

Subject: Renegade Alert's 0.250 alpha has been released to the chosen
Posted by [Anonymous](#) on Wed, 20 Nov 2002 13:52:00 GMT
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SHHHHHHHHH. Your not supposed to tell. Yet.

Subject: Renegade Alert's 0.250 alpha has been released to the chosen
Posted by [Anonymous](#) on Wed, 20 Nov 2002 17:01:00 GMT
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ohh... woops... now you tell me.

Subject: Renegade Alert's 0.250 alpha has been released to the chosen
Posted by [Anonymous](#) on Wed, 20 Nov 2002 17:06:00 GMT
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well low when u moddle with me. you should by my video, moddleing with Avro... the high poly way.

Subject: Renegade Alert's 0.250 alpha has been released to the chosen
Posted by [Anonymous](#) on Wed, 20 Nov 2002 17:19:00 GMT
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i dont really care about making a high poly model.i make it low poly as long as it looks sweet. i do that with all my models.

Subject: Renegade Alert's 0.250 alpha has been released to the chosen
Posted by [Anonymous](#) on Thu, 21 Nov 2002 00:40:00 GMT
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nice....low poly count. i would of thought more
