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Subject: RA2:Vengeance Preveiw  
Posted by [bigwig992](#) on Wed, 23 Apr 2003 02:21:33 GMT  
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Beta shots, in a cute little breifing format. Check it out dude.

<http://mods.cncrenegade.com/modules.php?op=modload&name=Forums&file=viewtopic&topic=90&forum=8>

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Subject: RA2:Vengeance Preveiw  
Posted by [Imdgr8one](#) on Wed, 23 Apr 2003 02:44:31 GMT  
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excuse me while I slobber

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Subject: RA2:Vengeance Preveiw  
Posted by [Chaos](#) on Wed, 23 Apr 2003 05:41:19 GMT  
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some kind of silo eh?

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Subject: RA2:Vengeance Preveiw  
Posted by [Madtone](#) on Wed, 23 Apr 2003 05:45:14 GMT  
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Chaosome kind of silo eh?

/me can't wait to see that silo in action.....

i sure as hell hope its animated!!!!

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Subject: RA2:Vengeance Preveiw  
Posted by [OrcaPilot26](#) on Wed, 23 Apr 2003 07:15:52 GMT  
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looks pretty good, nice job especially on the buildings.

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Subject: RA2:Vengeance Preveiw  
Posted by [Sir Phoenixx](#) on Wed, 23 Apr 2003 09:48:31 GMT

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Nice...

The only things I see that could get some attention is...

the back of the flack track and it's weapon could be worked on and elongated.

the rhino tank could be a little longer. (can't really see the turret...)

the ball in the powerplant could be bigger. (looks like it's a tad small to me...)

on the repair pad it looks like the pad is a little too close to the ground and it's showing through, maybe just raise that up a tad.

the warfactory looks a little skinny... could make it a little bit wider...

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Subject: RA2:Vengeance Preveiw  
Posted by [Sir Phoenixx](#) on Wed, 23 Apr 2003 09:50:18 GMT  
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Oh and, Splatt forums suck. Nuke is alot better with phpbb.

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Subject: RA2:Vengeance Preveiw  
Posted by [TheKGBspy](#) on Wed, 23 Apr 2003 15:04:57 GMT  
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MadtoneChaossome kind of silo eh?

/me can't wait to see that silo in action.....

i sure as hell hope its animated!!!!

im working hard on it.... cant say it will be functional like in ra2....

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Subject: RA2:Vengeance Preveiw  
Posted by [TheKGBspy](#) on Wed, 23 Apr 2003 15:06:27 GMT  
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OrcaPilot26looks pretty good, nice job especially on the buildings.

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Tanx remain to finish interior i mean adding all type of stuff(box, light....) some sort of eye candy; kresin is working on it.

(btw bigwig nice preview.... btw read next post)

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Subject: RA2:Vengeance Preveiw  
Posted by [TheKGBspy](#) on Wed, 23 Apr 2003 15:13:17 GMT  
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Sir PhoenixNice...

The only things I see that could get some attention is...

the back of the flak track and it's weapon could be worked on and enlongated.

the rhino tank could be a little longer. (can't really see the turret...)

the ball in the powerplant could be bigger. (looks like it's a tad small to me...)

on the repair pad it looks like the pad is a little too close to the ground and it's showing through, maybe just raise that up a tad.

the warfactory looks a little skinny... could make it a little bit wider...

Flak track: ok the prob is texturing seriously... with a decent texture the flak track would be ok... but about the weapon ill take a look

Rhino tank: Actualy its the WW version of Rhino tank. i putted this model until i make the new version... The new version is a bit longer and wider. loo more like ingame.

Tesla reactor: Ill take a look look ok for me....

REpair pad: Dunno why but i never got thi sbefore.. next time we will cut out the ground and all will be fixed....

Wf: i think again its the the perspective that make this....

All buildings are scaled to each others to keep exact size from ra2...

btw there many things i dont see in the pictures maybe bigwig video card... anyway ill fix. Another thing we dont see its soviet signs on v3... etc...

ill post screens on some stuff later

Have a good day

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Subject: RA2:Vengeance Preveiw  
Posted by [TheKGBspy](#) on Wed, 23 Apr 2003 15:19:46 GMT  
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<http://www.ifrance.com/timeof/furax/2066/1.jpg>

<http://www.timeofwar.com/images/news/temp/2046/2.jpg>

<http://www.timeofwar.com/images/news/temp/2028/2.jpg>

kirov fit well in the WF. and kirov is wide

<http://www.timeofwar.com/images/news/temp/2028/5.jpg>

some new stuff that im working on

<http://www.timeofwar.com/images/news/temp/2039/2.jpg>

<http://www.timeofwar.com/images/news/temp/2039/1.jpg>

happing viewing

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Subject: RA2:Vengeance Preveiw  
Posted by [General Havoc](#) on Wed, 23 Apr 2003 17:23:43 GMT  
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I thought the kirov was that big airship that drops bombs and moves very slowly? The mod is looking very good a the moment and I hope it can be finished properly. Good work guys

If you animate the door on the front of the weapons factory and also the roof door for flying vehicles then i know a script that will allow the flying vehicles to fly out of the roof and the normal ones to come out of the main door like in Red Aler 2.

\_General Havoc

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Subject: RA2:Vengeance Preveiw

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Posted by [Deafwasp](#) on Wed, 23 Apr 2003 17:58:00 GMT

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You need to shrink the shit out of those buildings. This will never have good gameplay value in renegade with such huge freaking buildings. To scale? Maybe... Good....No

Take some liberties with the design, make shit smaller (like the repair depot for one) should do fine.

And find someone who can texture your buildings better.

Just some suggestions, keep it up.

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Subject: RA2:Vengeance Preveiw

Posted by [TheKGBspy](#) on Wed, 23 Apr 2003 18:42:31 GMT

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General Havoc thought the kirov was that big airship that drops bombs and moves very slowly? The mod is looking very good a the moment and I hope it can be finished properly. Good work guys

If you animate the door on the front of the weapons factory and also the roof door for flying vehicles then i know a script that will allow the flying vehicles to fly out of the roof and the normal ones to come out of the main door like in Red Aler 2.

\_General Havoc

actually working.... kirov and siege chopper go up and land just in front of WF

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Subject: RA2:Vengeance Preveiw

Posted by [maytridy](#) on Wed, 23 Apr 2003 20:27:19 GMT

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Looks good. Some of the textures could use a little work.

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