
Subject: Operation Flashback: Hindhelicopter
Posted by [laeubi](#) on Mon, 04 Aug 2003 17:26:29 GMT
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Monkeyphonic has completed the Hind: :applause:

You find bigger version as well as more Screenshots here

More info about Operation Flashback: <http://www.laeubi.de/ra1>

please no spam and no flame.

Subject: Operation Flashback: Hindhelicopter
Posted by [Ugauga01](#) on Tue, 05 Aug 2003 01:28:13 GMT
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Subject: Operation Flashback: Hindhelicopter
Posted by [Sir Phoenixx](#) on Tue, 05 Aug 2003 01:42:29 GMT
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Looks nice...

I was looking through that screenshot page, and one thing caught my eye... The heavy tank is supposed to have two barrels, not one.

Subject: Operation Flashback: Hindhelicopter
Posted by [Gernader8](#) on Tue, 05 Aug 2003 02:00:14 GMT
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Sir PhoenixxLooks nice...

I was looking through that screenshot page, and one thing caught my eye... The heavy tank is supposed to have two barrels, not one.

I think the pictures are not matched correctly with the captions. If you look at the ranger, it is also called "TransportHelicopter."

Subject: Operation Flashback: Hindhelicopter

Posted by [maytridy](#) on Tue, 05 Aug 2003 02:30:22 GMT

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Looks great!

Subject: Operation Flashback: Hindhelicopter

Posted by [laeubi](#) on Tue, 05 Aug 2003 06:05:32 GMT

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Gernader8Sir PhoenixxLooks nice...

I was looking through that screenshot page, and one thing caught my eye... The heavy tank is supposed to have two barrels, not one.

I think the pictures are not matched correctly with the captions. If you look at the ranger, it is also called "TransportHelicopter."

ARG! Stupid Mysql Databse. lol I'll fix the captions now...

Subject: Operation Flashback: Hindhelicopter

Posted by [laeubi](#) on Tue, 05 Aug 2003 06:48:16 GMT

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I fixed all captions in the vehicles section...it seem that while transferring the MySQL data to the new host, some of the categories get mixed up

Sorted them a bit and corrected the captions in vehicles section, but the other sections are messed up a bit, so don't wonder. lol

I'll fix all section around today I hope.

Subject: Operation Flashback: Hindhelicopter

Posted by [Aircraftkiller](#) on Tue, 05 Aug 2003 10:27:41 GMT

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Texturing looks like shit... the model is decent.

Subject: Operation Flashback: Hindhelicopter

Posted by [OrcaPilot26](#) on Tue, 05 Aug 2003 15:17:22 GMT

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That model looks like it contains too many polygons.

Subject: Operation Flashback: Hindhelicopter
Posted by [laeubi](#) on Tue, 05 Aug 2003 15:49:41 GMT
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OrcaPilot26That model looks like it contains too many polygons.
This model contains of exactly 2463 Polygons

Subject: Operation Flashback: Hindhelicopter
Posted by [MonkeyPhonic](#) on Tue, 05 Aug 2003 15:51:15 GMT
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It's just under 2300 faces and yeah it could do with a little optimising but I've only spent 2 days on modeling and texturing it so it could use a little tidying up.

If you think you can do a better job of the texture, or you feel like wasting some time killing down the poly count ask laeubi for the model.

Subject: Operation Flashback: Hindhelicopter
Posted by [Halo38](#) on Tue, 05 Aug 2003 15:53:01 GMT
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maytridyLooks great!

Agreed

Edit: With that close up above the texturing looks alot better (i'm on 1600x1200)

Great for a first version.

Subject: Operation Flashback: Hindhelicopter
Posted by [MonkeyPhonic](#) on Tue, 05 Aug 2003 16:01:13 GMT
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thats 2300 polys before collision boxes and bones are on it. so 2300 game rendered polys

Subject: Operation Flashback: Hindhelicopter
Posted by [Aircraftkiller](#) on Tue, 05 Aug 2003 16:54:02 GMT
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LaeubiOrcaPilot26That model looks like it contains too many polygons.

This model contains of exactly 2463 Polygons

And guess what, Renegade Alert's Hind is about 700 polygons while looking infinitely better than the one you're using.

Imagine that.

Subject: Operation Flashback: Hindhelicopter
Posted by [OrcaPilot26](#) on Tue, 05 Aug 2003 18:01:23 GMT
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My Hind model is only 376 polygons, of course it wouldn't look very good in Renegade.

Subject: Operation Flashback: Hindhelicopter
Posted by [MonkeyPhonic](#) on Wed, 06 Aug 2003 01:36:51 GMT
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The modeling on Renegade Alert looks pretty low poly and the texturing is excelent and all credit to the mebers of the team who's work it is.
However the subject of this thread is not who's got the best mod, so feel free to make constructive criticism of the model, just don't do stupid stuff like compare it to other people's work. It only causes argument and bad feeling for other people.

Subject: Operation Flashback: Hindhelicopter
Posted by [pulverizer](#) on Wed, 06 Aug 2003 06:05:33 GMT
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I thin kit looks great
nice model and a nice skin.

Subject: Operation Flashback: Hindhelicopter
Posted by [Darkblade](#) on Thu, 07 Aug 2003 16:41:31 GMT
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Funny, a few parts of texturing on that light tank look identical to the ren alert one...

Subject: Operation Flashback: Hindhelicopter
Posted by [MonkeyPhonic](#) on Thu, 07 Aug 2003 16:50:27 GMT

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I wouldn't know, I just made the helicopters.

Are you the same DarkBlade who used to be on the Hyperiums server? If not ignore my mad ramblings.

Subject: Operation Flashback: Hindhelicopter
Posted by [Aircraftkiller](#) on Thu, 07 Aug 2003 16:52:07 GMT
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That's because he ripped off our textures and the model itself... it's kinda obvious.

Subject: Operation Flashback: Hindhelicopter
Posted by [BMCJ](#) on Fri, 08 Aug 2003 15:03:24 GMT
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lol ack,

"Texturing looks like shit... the model is decent."

"That's because he ripped off our textures and the model itself... it's kinda obvious"

are you saying your textures look like shit

lol....

nice model Monkey

Subject: Operation Flashback: Hindhelicopter
Posted by [Maimer](#) on Fri, 08 Aug 2003 15:05:38 GMT
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im just glad ack hasnt invaded the generals community yet, although he has flamed me once or twice on the generals boards the community is still operating at max so he hasnt done too much.

Subject: Operation Flashback: Hindhelicopter
Posted by [MonkeyPhonic](#) on Fri, 08 Aug 2003 15:55:41 GMT
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nah BMCJ, he's saying that the textures on the hind are crap, which to be fair, I could have done better, and that the textures on the tank are ripped off.

Thanks for all the feed back tho.

Subject: Operation Flashback: Hindhelicopter
Posted by [Jaspah](#) on Fri, 08 Aug 2003 17:33:23 GMT

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I think Like the Operation: Flashback Mod more than RenAlert, No Offence, But the vehicles look dull in RenAlert...

And the Ranger looks like a SUV with a square back.
