
Subject: Standardized Renegade Alert War Factory
Posted by [Aircraftkiller](#) on Thu, 23 Oct 2003 09:03:40 GMT
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This has taken me about a day to do. The interior isn't finished (As usual) but will take another day or two.

In the last image, you see the interior with a tunnel in it. That is the vehicle delivery tunnel. At the end of the tunnel, the vehicles spawn, and a door opens or some flashy effect will happen. The vehicles will drive up the metal floor and out the front door, like they did in Red Alert.

The advantages of the new War Factory?

1. It doesn't look like ass.
2. It is about 15% larger than the original War Factory.
3. It has a more spacious, "functional," interior.
4. It has a LOT more detail to it, with LESS polygons.

Subject: Standardized Renegade Alert War Factory
Posted by [General Havoc](#) on Thu, 23 Oct 2003 09:21:52 GMT
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Did I miss something here?

Subject: Standardized Renegade Alert War Factory
Posted by [Lode](#) on Thu, 23 Oct 2003 10:13:28 GMT
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Still looks like poo

Subject: Standardized Renegade Alert War Factory
Posted by [gendres](#) on Thu, 23 Oct 2003 11:58:50 GMT
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way better than the old one

Subject: Standardized Renegade Alert War Factory

Posted by [Majiin Vegeta](#) on Thu, 23 Oct 2003 12:01:48 GMT

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you adding those shutter like things to the side.. and the vehicle coming up from that ramp will lok sweet!

Subject: Standardized Renegade Alert War Factory
Posted by [Jaspah](#) on Thu, 23 Oct 2003 19:01:41 GMT

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*Me wished I found my Renegade install disk.

Sigh

Maybe some day I'll fine one at the bargain bin in Walmart.

Subject: Standardized Renegade Alert War Factory
Posted by [General Havoc](#) on Thu, 23 Oct 2003 19:06:26 GMT

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brand new. It's not much to pay really is it?

Subject: Standardized Renegade Alert War Factory
Posted by [Vitaminous](#) on Thu, 23 Oct 2003 19:55:30 GMT

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LodeStill looks like poo

Bet you can't do anything better? :rolleyes:

jealous?

Subject: Standardized Renegade Alert War Factory
Posted by [Wild1](#) on Thu, 23 Oct 2003 22:07:16 GMT

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Now that looks really cool You are going to add the opening bay door to this one I suppose?

Subject: Standardized Renegade Alert War Factory
Posted by [xptek_disabled](#) on Thu, 23 Oct 2003 22:29:14 GMT
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I think it looks great. One minor thing you might want to chage is the barrels on the side, the take away from the Renegade alert feel with there bright colors.

Subject: Standardized Renegade Alert War Factory
Posted by [Aircraftkiller](#) on Fri, 24 Oct 2003 02:29:19 GMT
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You sure? They're modeled directly from that image.

Subject: Standardized Renegade Alert War Factory
Posted by [Gernader8](#) on Fri, 24 Oct 2003 02:38:25 GMT
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Looks alittle long if you are going form that image

Subject: Standardized Renegade Alert War Factory
Posted by [Lode](#) on Fri, 24 Oct 2003 12:14:50 GMT
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I could... If I wanted to spend some time on a model.

Subject: kool
Posted by [Lynqoid](#) on Fri, 24 Oct 2003 12:26:21 GMT
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looks great, keep up the good work!

Subject: Standardized Renegade Alert War Factory
Posted by [xptek_disabled](#) on Fri, 24 Oct 2003 13:14:40 GMT
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Aircraftkiller
You sure? They're modeled directly from that image.

Never Mind then... it's been so long since I've played i couldnt remember. :oops:

Subject: Standardized Renegade Alert War Factory
Posted by [Ferhago](#) on Fri, 24 Oct 2003 20:23:06 GMT
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Yay no more vehicle pile up and people saying "WTF WEHRE IS MY TANK"

Subject: Standardized Renegade Alert War Factory
Posted by [flyingfox](#) on Fri, 24 Oct 2003 21:07:03 GMT
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good work =)

Subject: Standardized Renegade Alert War Factory
Posted by [Khadman](#) on Fri, 24 Oct 2003 23:55:20 GMT
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Speaking of RenAlert, i cant play the thing. I installed it, and i got one of those illegal error fancy message. Then i unistalled both Renegade and RenAlert, reinstalled them both, and tried to play it. RenAlert didnt show the error, but when i pressed play, the window closed but the game didnt oad. I read the Readme in the game folder and dwnlded that Visual thing it told me to. Still doesnt work. Comp specs are 1ghz Athlon, 384Mb Ram, Win Xp Pro, Radeon 9000pro.

Subject: Standardized Renegade Alert War Factory
Posted by [Cpo64](#) on Sat, 25 Oct 2003 06:49:06 GMT
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have you got the patch?

Subject: Standardized Renegade Alert War Factory
Posted by [Khadman](#) on Sat, 25 Oct 2003 13:27:46 GMT
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yea i got the most recent version of it.

Subject: Good job.
Posted by [Beanyhead](#) on Sat, 25 Oct 2003 15:24:00 GMT
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Looks good. Keep up the good work.

Subject: Standardized Renegade Alert War Factory
Posted by [Dante](#) on Sat, 25 Oct 2003 18:53:24 GMT
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Khadmanyeya i got the most recent version of it.

no you don't, or else you would have said, i reinstalled, then applied the patch, and it worked great.

Subject: Standardized Renegade Alert War Factory
Posted by [Deactivated](#) on Sat, 25 Oct 2003 18:56:33 GMT
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sigh I want Tiberian Dawn Renegade (C&C Commando)...

Subject: Standardized Renegade Alert War Factory
Posted by [Khadman](#) on Sat, 25 Oct 2003 20:27:15 GMT
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I have vers 991. That seems to be the latest. It probably works great if it starts up.

Subject: Standardized Renegade Alert War Factory
Posted by [bigejoe14](#) on Sat, 25 Oct 2003 20:30:08 GMT
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The latest version is .9915, not .991.

Subject: Standardized Renegade Alert War Factory
Posted by [m1a1_abrams](#) on Sat, 25 Oct 2003 22:34:57 GMT
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SeaMan, have you seen the Sole Survivor mod? <http://tdrmods.arzok.com/>

Subject: Standardized Renegade Alert War Factory
Posted by [Deactivated](#) on Sun, 26 Oct 2003 07:51:35 GMT
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Yeah, but no offence... the tanks look like toys and infantry have too funky look.

I want to see stuff like this:
<http://www.cannis.net/forum/uploads/post-32-1067153828.jpg>

Back to topic... The War Factory looks excellent.

Subject: Standardized Renegade Alert War Factory
Posted by [Jaspah](#) on Mon, 27 Oct 2003 20:12:41 GMT
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SeaManYeah, but no offence... the tanks look like toys and infantry have too funky look.

I want to see stuff like this:
<http://www.cannis.net/forum/uploads/post-32-1067153828.jpg>

Back to topic... The War Factory looks excellent.

Now thats a Flame Tank!

Subject: Standardized Renegade Alert War Factory
Posted by [Deactivated](#) on Tue, 28 Oct 2003 07:04:19 GMT
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Yes... Aircraftkiller has the model by Eric Kearns.. too bad he's not going to share it with anybody else. If it was so, the Commando Mod project would be starting more smoothly because half of the needed assets would be already done. I'd better ask ACK.

Subject: Standardized Renegade Alert War Factory
Posted by [Renx](#) on Tue, 28 Oct 2003 20:13:45 GMT
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You have to play SS before you realize how fun it is. Once you're playing, you completely ignore the models. Though i'm not very fond the the flame tank model they have....

Subject: Standardized Renegade Alert War Factory
Posted by [Aircraftkiller](#) on Tue, 28 Oct 2003 21:37:34 GMT
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I don't, gameplay is not the coverup for bad modeling\texturing. I like being able to enjoy what I look at, while I play the game.

Subject: Standardized Renegade Alert War Factory

Posted by [Deactivated](#) on Wed, 29 Oct 2003 12:37:50 GMT

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RenxYou have to play SS before you realize how fun it is. Once you're playing, you completely ignore the models. Though i'm not very fond the the flame tank model they have....

Yes, the flame tank looks like it has been based from the flame tank sprite instead of FMVs and renders.

AircraftkillerI don't, gameplay is not the coverup for bad modeling\texturing. I like being able to enjoy what I look at, while I play the game.

I was going to say the same and I do agree with that. And of course, good graphics are not the coverup for awful gameplay.

Let's take a look at one game called Breakneck(NICE2).

It had awesome graphics and it could run on even on a slow computer but the game was totally in chaos. No plot, neezing engine sounds, bad controls and it seemed like the develpers had no clue if the game should be a simulator or a pure arcade racing game.
