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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [Aircraftkiller](#) on Tue, 30 Mar 2004 08:36:37 GMT  
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Textures were finalized, Chris did an excellent job - more so than before.

I personally love both, especially the Soviet Truck, with its exact replica of the Soviet symbol from Red Alert.

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [sniper12345](#) on Tue, 30 Mar 2004 08:37:18 GMT  
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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [pulverizer](#) on Tue, 30 Mar 2004 15:33:52 GMT  
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that's f\*cking amazing!! damn the look good! very good job!

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [LucefieD](#) on Tue, 30 Mar 2004 21:31:47 GMT  
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Those are kick ass! Nice mudflaps by the way

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [maytridy](#) on Wed, 31 Mar 2004 01:05:49 GMT  
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Now that fucking owns, plain and simple.

How much did he get paid?

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul

Posted by [Majiin Vegeta](#) on Wed, 31 Mar 2004 02:17:08 GMT

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wow i love the soviet ore truck

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul

Posted by [jonwil](#) on Wed, 31 Mar 2004 03:25:59 GMT

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Will the scoop move up and down?

Will the rear bucket tip up when dumping the load?

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul

Posted by [Sir Phoenixx](#) on Wed, 31 Mar 2004 13:00:23 GMT

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Maybe... (we're working on that)

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul

Posted by [jonwil](#) on Wed, 31 Mar 2004 13:06:57 GMT

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If the team can do the animations in the gmax file, I (and/or another scripter/whatever) can show you how to make them animate in game.

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul

Posted by [maytridy](#) on Wed, 31 Mar 2004 23:05:11 GMT

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After some close examination, this one little section is bothering me...It's the same on both trucks, just less visible on the Soviet one.

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul

Posted by [Sir Phoenixx](#) on Thu, 01 Apr 2004 14:12:17 GMT

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Even though both have damage in that area, it's not the same on both.

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul

Posted by [Jaspah](#) on Thu, 01 Apr 2004 21:50:53 GMT

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I can picture the symbol on the Allied Ore Truck flaps. The Soviet one... Can you picture that on a Soviet Ore Truck?

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul

Posted by [maytridy](#) on Thu, 01 Apr 2004 21:51:50 GMT

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No, I'm talking about the seams. Look at the border around that polygon. To me, the border just looks out of place.

It's not the exact same on both, but what I meant was that the seams look odd on both trucks.

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul

Posted by [Blazer](#) on Thu, 01 Apr 2004 22:04:07 GMT

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Hmm it looks normal to me.

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul

Posted by [Renx](#) on Thu, 01 Apr 2004 22:26:27 GMT

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Sir PhoenixxMaybe... (we're working on that)

SK made the animations work good on the old ore truck. Hopefully he'll do just as good of a job on this one

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