
Subject: Renegade Alert Tesla Tank
Posted by [Aircraftkiller](#) on Mon, 12 Apr 2004 08:21:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

A round of fixes for the model and texture have been applied.

Darkblade upgraded the previous version, adding more detail that was from The Aftermath and its corresponding videos, along with Retaliation.

I went ahead and optimized the model a bit more than Sir Phoenixx did, poly-connecting the cab and the back area together properly, while aligning the texture a bit better on the model.

Based off the tank and its destroyed counterpart:

Subject: Renegade Alert Tesla Tank
Posted by [Deactivated](#) on Mon, 12 Apr 2004 08:37:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

The text on the sides is mirrored..

Subject: Renegade Alert Tesla Tank
Posted by [Aircraftkiller](#) on Mon, 12 Apr 2004 09:05:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you Captain Obvious, we already knew that since we made the UV map that way.

Subject: Renegade Alert Tesla Tank
Posted by [Deactivated](#) on Mon, 12 Apr 2004 13:10:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

So you're not going to get it fixed?

Subject: Renegade Alert Tesla Tank
Posted by [Deafwasp](#) on Mon, 12 Apr 2004 14:34:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wow ACK... That was asinine.

Subject: Renegade Alert Tesla Tank
Posted by [Slash0x](#) on Mon, 12 Apr 2004 16:25:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerThank you Captain Obvious, we already knew that since we made the UV map that way.

One way to fix it is to take out the wording on the skin and place a plane on both sides. Make the background transparent and apply it to both making it the right way, like the vehicle team logos.

Other than that, I looks nice....

Subject: Renegade Alert Tesla Tank
Posted by [Aircraftkiller](#) on Mon, 12 Apr 2004 17:52:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

1. It's not a skin. It's a texture.

2. It's almost unnoticable because of how small the text is. Not changing it.

Subject: Renegade Alert Tesla Tank
Posted by [pulverizer](#) on Mon, 12 Apr 2004 18:06:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

looks nice.

Subject: Renegade Alert Tesla Tank
Posted by [bigwig992](#) on Mon, 12 Apr 2004 19:22:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nifty looking. Is that from the video I extracted for you?

Subject: Renegade Alert Tesla Tank
Posted by [Nodbugger](#) on Mon, 12 Apr 2004 19:37:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

make it more gray/black and less green.

and it looks like in the picture their should be 3 rings, not two. and the ball is out farther.

Subject: Renegade Alert Tesla Tank
Posted by [Blazer](#) on Mon, 12 Apr 2004 19:41:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

I only see 2 rings in the picture, but the ball is indeed "out further".

Subject: Renegade Alert Tesla Tank
Posted by [Aircraftkiller](#) on Mon, 12 Apr 2004 19:44:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's because it was destroyed, and the ball sort of popped out.

It's green because of the reference image we used from the Retaliation promotional image.

Subject: Renegade Alert Tesla Tank
Posted by [Sir Phoenixx](#) on Mon, 12 Apr 2004 19:44:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why? It's supposed to be green like that.

Subject: Renegade Alert Tesla Tank
Posted by [Oblivion165](#) on Mon, 12 Apr 2004 19:45:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

so basically you all fee his problem lies here

i think its great, looks good.

Subject: Renegade Alert Tesla Tank
Posted by [Spice](#) on Mon, 12 Apr 2004 20:18:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks excellent , Cant wait for .993 , along with the new patch and new public tools Its gonna be great. If you think renalert owns now its gonna be like 100% better

Subject: Renegade Alert Tesla Tank
Posted by [Renx](#) on Mon, 12 Apr 2004 20:26:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

The patch is .993

Subject: Renegade Alert Tesla Tank
Posted by [Nodbugger](#) on Tue, 13 Apr 2004 03:13:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

BlazerI only see 2 rings in the picture, but the ball is indeed "out further".

there are 3. one is on the base and the 2 are floating up top.

Subject: Renegade Alert Tesla Tank
Posted by [Nodbugger](#) on Tue, 13 Apr 2004 03:15:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerThat's because it was destroyed, and the ball sort of popped out.

It's green because of the reference image we used from the Retaliation promotional image.

Well is the mod Red Alert or Red Alert: Retaliation? the first pic it looks much cooler. The blackish color and the old style wheels.

Subject: Renegade Alert Tesla Tank
Posted by [Aircraftkiller](#) on Tue, 13 Apr 2004 04:44:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Red Alert and Retaliation are the same storyline, FFS...

That's just the name for the Playstation port of the expansion packs Counterstrike and The Aftermath put together.

The first image is a different model in respects to the texture job on it.

We're going with the second because it looks better.

Subject: Renegade Alert Tesla Tank
Posted by [Sir Phoenixx](#) on Tue, 13 Apr 2004 12:21:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nodbugger

Well is the mod Red Alert or Red Alert: Retaliation?

They're the same! That's like saying "It's supposed to be a Red Alert mod, not a Red Alert: Counterstrike or Red Alert: Aftermath mod!!!1"

:rolleyes:

Subject: Renegade Alert Tesla Tank

Posted by [Slash0x](#) on Tue, 13 Apr 2004 14:29:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller2. It's almost unnoticable because of how small the text is. Not changing it. Fine with me, I don't care, I'm just trying to be helpful since you want to make it to the best as possible.....

Subject: Renegade Alert Tesla Tank

Posted by [Nodbugger](#) on Tue, 13 Apr 2004 17:54:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sir PhoenixxNodbugger

Well is the mod Red Alert or Red Alert: Retaliation?

They're the same! That's like saying "It's supposed to be a Red Alert mod, not a Red Alert: Counterstrike or Red Alert: Aftermath mod!!!1"

:rolleyes:

Not really. Retaliation/counterstrike/aftermath are extensions of the story line. You can have a Red Alert mod(which doesnt have the other stuff). And you can have a Red: *insert expansion* mod.

Didnt you guys not want to put in a vehicle or something for that same reason?

Subject: Renegade Alert Tesla Tank

Posted by [Sir Phoenixx](#) on Tue, 13 Apr 2004 20:21:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Never.

Subject: Renegade Alert Tesla Tank

Posted by [SuperFlyingEngi](#) on Wed, 14 Apr 2004 02:56:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you ever go and change this /texture/SKIN again, could you take a look at the wheels on the front? When I look at them, I just get the feeling that they don't exactly fit in.

But, the skin looks better than before. Good work.

Subject: Renegade Alert Tesla Tank
Posted by [Sir Phoenixx](#) on Wed, 14 Apr 2004 12:26:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

How do they not fit in? They look exactly like the wheels on the real tesla tank.

Subject: Renegade Alert Tesla Tank
Posted by [maytridy](#) on Wed, 14 Apr 2004 12:53:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

The original picture isn't god, sir Phoenixx, you don't have to follow it everywhere. I agree with SuperFlyingEngi, the wheels do look odd. You don't have to follow the pictures exactly...people won't care. For the tank's sake, please change those four wheels.

Subject: Renegade Alert Tesla Tank
Posted by [Sir Phoenixx](#) on Wed, 14 Apr 2004 12:56:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wtf? This is a model of the tesla tank, it's supposed to look like it. If those wheels get changed you people would just attack it because it won't look like it anymore. "OMg it doesn't even look like the teslatank~!11"

Subject: Renegade Alert Tesla Tank
Posted by [Deactivated](#) on Wed, 14 Apr 2004 12:59:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmm?

Subject: Renegade Alert Tesla Tank
Posted by [PsycoArmy](#) on Wed, 14 Apr 2004 14:17:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Seaman thats the radar jammer.

Subject: Renegade Alert Tesla Tank

Posted by [SuperFlyingEngi](#) on Wed, 14 Apr 2004 14:17:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sir PhoenixIf those wheels get changed you people would just attack it because it won't look like it anymore. "OMg it doesn't even look like the teslatank~!11"

If the tank looks better if you tweak the wheels to not make them look like mushes of dark colors around a cylinder, I won't complain.

Subject: Renegade Alert Tesla Tank

Posted by [Deactivated](#) on Wed, 14 Apr 2004 14:34:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

PsycoArmySeaman thats the radar jammer.

It's Mobile Headquarters.

Tesla Tank is based on it.

Subject: Renegade Alert Tesla Tank

Posted by [bigejoe14](#) on Wed, 14 Apr 2004 16:54:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Mobile Headquarters in Command & Conquer.

Mobile Radar Jammer in Red Alert.
