
Subject: Renegade Alert SAM Site
Posted by [Aircraftkiller](#) on Thu, 15 Apr 2004 21:43:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Took most of last night and a few hours today to finish it.

Texture and model are both my work.

Subject: Renegade Alert SAM Site
Posted by [Phoenix - Aeon](#) on Thu, 15 Apr 2004 22:52:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks good, a bit plain but as I recall the SAMs were in RA. Also did you crank the light settings up on it?

Subject: Renegade Alert SAM Site
Posted by [Atom Bomb5000](#) on Thu, 15 Apr 2004 23:31:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice sams ack, keep up the good work. :bigups:

Subject: Renegade Alert SAM Site
Posted by [OrcaPilot26](#) on Fri, 16 Apr 2004 00:20:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

The model's good, but now that I get a better look at the texture texture it seems kind of plain, it needs "shading". Will the doors on the front open up when the missile fires or will they always stay open.

Subject: Renegade Alert SAM Site
Posted by [Phoenix - Aeon](#) on Fri, 16 Apr 2004 16:00:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

The doors are on the back to support the SA missile whilst docked, they open up when fired so the don't get charcoaled by the rocket exhaust.

Subject: Renegade Alert SAM Site
Posted by [Jaspah](#) on Sat, 17 Apr 2004 15:59:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good job. :thumbsup:

Subject: Renegade Alert SAM Site
Posted by [Dante](#) on Thu, 22 Apr 2004 06:06:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

skin needs an update, the shape could afford a bit more polys

other than that, decent...

Subject: Renegade Alert SAM Site
Posted by [sniper12345](#) on Thu, 22 Apr 2004 10:14:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

darkblade's already made a new SKIN for it...or Textures.

Oh baby, let's see some s....s....sk...um, TEXTURES!!

Subject: Renegade Alert SAM Site
Posted by [ericlaw02](#) on Thu, 22 Apr 2004 10:30:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Voices in my head! Umm... that sound is familiar....it's AK.....I want sk- TEXTURES!"

Subject: Renegade Alert SAM Site
Posted by [PsycoArmy](#) on Thu, 22 Apr 2004 17:03:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

I thought you said Ren Alert only had top quality models. Still needs some work.

Subject: Renegade Alert SAM Site
Posted by [Aircraftkiller](#) on Thu, 22 Apr 2004 17:08:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

What else can you add to a SAM Site that's exactly like the one in Red Alert? If it needs work, point it out, or I'll just file it under "I just don't want him looking better than me."

Subject: Renegade Alert SAM Site
Posted by [Fabian](#) on Thu, 22 Apr 2004 17:34:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

If it DIDNT need work, than why was a second texture made?

Subject: Renegade Alert SAM Site
Posted by [Aircraftkiller](#) on Thu, 22 Apr 2004 18:26:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

He said the model needed work. Model != texture.

Subject: Renegade Alert SAM Site
Posted by [Cebt](#) on Thu, 22 Apr 2004 18:29:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

i think it looks pretty perfect now good job

Subject: Renegade Alert SAM Site
Posted by [Slash0x](#) on Thu, 22 Apr 2004 19:09:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, the second does look lots better than the first. Nothing that I see that needs work. Kudos!

Subject: Renegade Alert SAM Site
Posted by [Fabian](#) on Fri, 23 Apr 2004 02:17:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerHe said the model needed work. Model != texture.

That's irrelevant. The texture was redone, regardless.

Subject: Renegade Alert SAM Site
Posted by [Aircraftkiller](#) on Fri, 23 Apr 2004 06:51:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Which has nothing to do with what he said, and what you were pointing out.

Model does not equal texture. Thus, reiterating your point means IT'S STILL WRONG...

Don't you read and comprehend? Or are you just illiterate?

Subject: Renegade Alert SAM Site
Posted by [PsycoArmy](#) on Fri, 23 Apr 2004 11:07:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Show me some references and I will tell you whats wrong with it.

Subject: Renegade Alert SAM Site
Posted by [Fabian](#) on Fri, 23 Apr 2004 14:45:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerWhich has nothing to do with what he said, and what you were pointing out.

Model does not equal texture. Thus, reiterating your point means IT'S STILL WRONG...

Don't you read and comprehend? Or are you just illiterate?

I don't give a fuck what he said.

1. You made a texture.
2. You still stand by your opinion that it did not need more work.
3. A new texture was made.
4. This new texture far exceeds yours.
5. Ergo, your texture could have been, and WAS, improved upon.

Comprende, Paco?

Subject: Renegade Alert SAM Site
Posted by [Aircraftkiller](#) on Fri, 23 Apr 2004 16:07:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nowhere did I defend it and say it didn't need more work. I made it only to see if I could do it while waiting for Darkblade to take care of it. Again, you're still wrong, and making up garbage.

Comprende, dumbass?

Subject: Renegade Alert SAM Site
Posted by [Fabian](#) on Fri, 23 Apr 2004 16:59:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerNowhere did I defend it and say it didn't need more work.

Let's recap, shall we?

PsycoArmyI thought you said Ren Alert only had top quality models. Still needs some work.

AircraftkillerIf it needs work, point it out, or I'll just file it under "I just don't want him looking better than me."

And from the RenAlert forums:

"There's no reason to add more detail to a structure that doesn't even need it. "

And on the sister thread in the General Discussion:

"What's wrong with the texture? It looks pretty close to the purchase icon it was made from."

There is more, but it wouldn't make sense out of context.

Oh, and by the way...nice way to turn around what I said ("comprende, paco?") and turn it into something intelligible and witty. Original AND smart! I would go out with you right this second! Especially what with my mullet fetish and all...too bad our love can never be!

Subject: Renegade Alert SAM Site

Posted by [Aircraftkiller](#) on Fri, 23 Apr 2004 17:11:26 GMT

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

Yeah. I said that over at the RA forums. Not here, which is where you've seemingly based your arguments from.

There is nothing wrong with the texture itself. If it were a new SAM Site, it fits fine. Since we wanted to go for an older looking version, I asked Darkblade to upgrade what I did for me.

I don't have a mullet, dumbass. You don't even know what the fuck a mullet really is. It's two things, a type of fish commonly found in the Gulf of Mexico, and an 80s style haircut, requiring a long length in the back (below the shoulder) with a spiked short front.

Sort of like Joe Dirt, except worse looking.

Mine is long around all sides.

Which, again, has nothing to do with any of this.

Subject: Renegade Alert SAM Site

Posted by [sniper12345](#) on Fri, 23 Apr 2004 17:51:35 GMT

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

Go Yngwie, Go!

Subject: Renegade Alert SAM Site

Posted by [Fabian](#) on Fri, 23 Apr 2004 18:54:15 GMT

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

OOOHHHHH!!

Why didn't you say so?! If I knew that things said in other forums didn't apply, I wouldn't have said anything. So from now on, anything said outside of these forums is invalid. Gotcha

Subject: Renegade Alert SAM Site
Posted by [Aircraftkiller](#) on Fri, 23 Apr 2004 19:04:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

You've got a case of HICS...

Subject: Renegade Alert SAM Site
Posted by [PsycoArmy](#) on Sat, 24 Apr 2004 12:11:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerYeah. I said that over at the RA forums. Not here, which is where you've seemingly based your arguments from.

There is nothing wrong with the texture itself. If it were a new SAM Site, it fits fine. Since we wanted to go for an older looking version, I asked Darkblade to upgrade what I did for me.

I don't have a mullet, dumbass. You don't even know what the fuck a mullet really is. It's two things, a type of fish commonly found in the Gulf of Mexico, and an 80s style haircut, requiring a long length in the back (below the shoulder) with a spiked short front.

Sort of like Joe Dirt, except worse looking.

Mine is long around all sides.

Which, again, has nothing to do with any of this.

Actually you don't even need hair at the front to have a mullet.

Subject: Renegade Alert SAM Site
Posted by [maytridy](#) on Sat, 24 Apr 2004 13:38:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Then it's a skullet.

Subject: Renegade Alert SAM Site

Posted by [Aircraftkiller](#) on Sat, 24 Apr 2004 17:18:27 GMT

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

Having long hair doesn't mean it's a mullet.

However, making stupid accusations makes you a dumbass.

Subject: Renegade Alert SAM Site

Posted by [Deactivated](#) on Sat, 24 Apr 2004 17:25:21 GMT

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

Dumbdonkey.

Subject: Renegade Alert SAM Site

Posted by [Deafwasp](#) on Sat, 24 Apr 2004 17:30:43 GMT

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

Aircraftkiller

I don't have a mullet, dumbass..

YOUSE GOTTS A MULLET! HAHAAH LOOK AT THE STUPID MULLET, HE IS STUPID AND STUFF!!!! HAHAAH!!!!

Subject: Renegade Alert SAM Site

Posted by [Aircraftkiller](#) on Sat, 24 Apr 2004 17:32:04 GMT

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

That was a rather clever way of summing up the idiocy of the few select posters in this thread.
