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Subject: Renegade Alert Socket Wrench

Posted by [Renx](#) on Thu, 22 Jul 2004 13:23:01 GMT

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mahkral don't know what Mad Ivan's talking about; the wrench looks horrible.

\*1\* Why is it so pointy?

\*2\* The grip is way too short. It should be about half the length of the shaft (or whatever you want to call that.. the "lever arm" maybe?)

\*3\* The grip should NOT be rubber; it should just be metal with a grippy texture. Even today, most wrenches have metal grips rather than rubber, and RenAlert is supposed to be set decades ago. Also, during wartimes, rubber is a VERY important commodity, so I find it incredibly unrealistic that it would be wasted on a wrench grip.

\*4\* Most socket wrenches have a raised section at the socket end so you can grab onto it and turn it (which reverses the direction of ratcheting) -- see the following website for a picture:  
<http://www.shoppingforever.com/gatorgrip.htm>

I do have one positive thing to say though: I like the way the GM Goodwrench logo turned out.

EDIT: You can also pretty clearly see what I meant by a "textured metal grip" in the first picture on that website.

1. It's not "pointy," it's just not perfectly rounded because that uses tons of polys.
2. Not all socket wrenches are like the one in your picture, a lot don't even have grips.
3. That's WW2, Red Alert and RenAlert have nothing to do with that. Show me where it said rubber was a "VERY important commodity" in Red Alert.
4. Not all socket wrenches do that either, and since the mechanic doesn't take vehicles apart, I don't see why it's needed...

Mad Ivansorry, i wasnt paying attention again  
I was asking what vehicle repairman will the soviets get

They don't have one

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