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Subject: Renegade Alert Socket Wrench

Posted by [mahkra](#) on Fri, 23 Jul 2004 12:52:14 GMT

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rm5248Yes, but you see, it's and alternate reality.

I know. I just don't think the rubber grip fits a WWII-ish atmosphere.

Also, there are other problems with his wrench model/texture. I'm not the only person who thinks it needs at least one more polygon at the end where it's pointy. And I'm not the only person who thinks the grip part of it is messed up. And I'm not the only person who thinks it should have a clip on the head to reverse the direction of ratcheting.

You guys really don't seem to realize that I'm actually trying to be helpful here. If the RA team thinks the wrench is good enough for a video game and really don't care how it looks, then they should go ahead and leave it how it is.

If they actually want the wrench to look like it's really a socket wrench, though, they've got some work to do. And if they want it to look like it's actually a believable WWII-era socket wrench, they've got a lot of work to do.

I'm probably never going to play RenAlert, so I don't really care what they end up doing about this. I know what a socket wrench looks like, though, and I thought the RA team should know that the model/texture do not look real. What they choose to do about it is up to them.

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