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Subject: Renegade Alert Missile Sub

Posted by [Renardin6](#) on Mon, 28 Jun 2004 16:32:41 GMT

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Sir PhoenixxRenardin650 guys love it ? At least maybe 10 or less...

You should really learn how to count before you continue. :rolleyes:

I went through the news and update thread on the RenAlert forums, and the two threads on these forums. All together, 51 individual people posted about how they liked the model or the texture, or just the sub in general, 46 on the RenAlert forums, 5 on these. All together, only 5 people expressed their dislike for the texture (only 1 person said they didn't like the sub in general), nobody said they specifically didn't like the model. Out of these 5 people, 4 (NeoX, PermaGrin, Renardin6, and conman231. Havoc89 is the only one that I've seen that actually wasn't trying to attack Aircraftkiller) of them apparently only posted to attack Aircraftkiller.

Those that said they didn't like the sub solely because of how the missile launchers aren't on real subs, or how they aren't realistic, etc. don't count, as this is a Red Alert mod, not a realism mod, the RA Missile Sub had two missile launchers attached to the outside of the hull on shafts. (This sub also isn't an SSBN, an SSBN houses ballistic missiles in silos.)

Quote:Come on, this 'texture' ( not a skin, coz you don't understand that word ) needs some work !!! It looks bad.

Sure it does. :rolleyes: The only reason you're saying it's bad is because you don't like Aircraftkiller. You have yet to provide ANY constructive criticism, or ANY real reason why you're saying it's bad, just "IT SUCKSS!11 IT LOOKS BAD!1", you're doing the exact same thing you're constantly attacking Aircraftkiller for.

And you wasted your time counting that ??? lmao, fool.

And when I say the texture is bad, it's because IT IS BAD !!! It looks like a concrete thingy... It won't go far on sea... ( I don't like ack but his work and him are 2 different things. Sometimes, his work is not shit, but ack is always a shit )

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