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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Deactivated](#) on Wed, 21 Apr 2004 19:29:10 GMT  
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Model is done.

Stats:

Top Speed: 94 KPH

8,498 kg

Nod's M1083 Standard Cargo Truck carries troops and supplies throughout Nod base installations.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Aircraftkiller](#) on Wed, 21 Apr 2004 19:59:27 GMT  
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lol, that needs a LOT of work.

The texture is all distorted, the modeling is like half-assed, and it looks almost nothing like the E3 2000 Supply Truck.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [England](#) on Wed, 21 Apr 2004 20:13:56 GMT  
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How the fuck can you tell its all distorted, the image is about the size of a fucking avater.

Get a higher quality one seaman!

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Ferhago](#) on Wed, 21 Apr 2004 20:14:22 GMT  
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Is that a tire in the passenger seat?

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [xptek\\_disabled](#) on Wed, 21 Apr 2004 20:16:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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EnglandHow the fuck can you tell its all distorted, the image is about the size of a fucking avater.

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Get a higher quality one seaman!

<http://www.cannis.net/commando/images/c4/screen/cargotruck.jpg>

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Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [Slash0x](#) on Wed, 21 Apr 2004 20:46:40 GMT

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Looks nice, but hmm...I just think the poles...they are just black.

Maybe add a black/dark pole texture on those then it would look perfect.

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Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [OrcaPilot26](#) on Wed, 21 Apr 2004 21:42:07 GMT

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Aircraftkillerlol, that needs a LOT of work.

The texture is all distorted, the modeling is like half-assed

Yeah, Kinda reminds me of RenAlert's demo truck

Seriously though, the model and texture are good, certainly better than most other vehicles for Renegade mods, although I do agree it needs work.

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Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [maytridy](#) on Wed, 21 Apr 2004 21:43:07 GMT

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I have no idea what the E3 one looks like, but that's great.

Ack, how's the texture distorted? How's that half-assed modeling? In my opinion, that's definately on-par with some of the Ren Alert work.

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Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [Spice](#) on Wed, 21 Apr 2004 22:19:41 GMT

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maytridyAck, how's the texture distorted? How's that half-assed modeling? In my opinion, that's definately on-par with some of the Ren Alert work.

---

The texture could use just a bit of work. Other than that it's fine

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Aircraftkiller](#) on Wed, 21 Apr 2004 22:56:24 GMT  
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Some of you need better eyesight.

First of all, it doesn't compare to RA work, because it isn't on the same level. All of our vehicles have high quality, non-distorted textures, with at least 800-2,000 polygons.

That vehicle's Nod logo is clipping into the front bumper, which makes no sense. Tires don't go on the inside of a truck, they go on the outside of the cab.

The camouflage pattern barely matches up.

The wheel textures are all stretched out and improperly mapped.

All in all the texture is basically one large camouflage pattern with a few minor details and noise applied to it, with detail in the most meaningless areas (why the hell would you add cylinders for headlights that can be applied on the texture?)...

This is a Cargo Truck. Not that.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [IRON FART](#) on Wed, 21 Apr 2004 23:33:30 GMT  
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It needs texture work.

And if I were you, I'd throw a canopy over those bars, whether or not your reference had one.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Atom Bomb5000](#) on Thu, 22 Apr 2004 00:06:08 GMT  
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Wtf is that, aircraft killer?? I think it needs more texture, in the front it looks great. but the back, the poles look like they don't even need to be there.

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Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [tooncy](#) on Thu, 22 Apr 2004 00:35:00 GMT

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Aircraftkiller, do you have the Nod Buggy model from E3 2000? If you do, could you take a few screens of it? I think it looks awesome.

---

Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [Spice](#) on Thu, 22 Apr 2004 05:49:19 GMT

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Seaman did you have anything to model that off of? Is so can you show me please.

---

Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [Dante](#) on Thu, 22 Apr 2004 05:50:22 GMT

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its good, fits the quality of the other models in the mod, and it is definately better then some of your first models you did.

keep improving, but nice start

---

Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [Genocide](#) on Thu, 22 Apr 2004 12:51:24 GMT

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I created the model and texture.

Fact time:

- The model is nearly 2000 triangles.
- No filters were used when creating the texture, all was created using real urban camouflage textures and a custom metal layer.
- Majority of people do not have a problem with it, so in our opinion it is fine for now.
- We will upgrade certain parts of the model and we are not going for the E3 look and whoever said we was, were going for a mix between reality and colour schemes found in Tiberian Dawn.
- Thanks for all the compliments.

Genocide

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Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [Genocide](#) on Thu, 22 Apr 2004 13:17:15 GMT

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For those who wanted to see the original before changes here are some screenshots:

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Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [Deactivated](#) on Thu, 22 Apr 2004 13:36:08 GMT

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EnglandHow can you tell its all distorted, the image is about the size of a avater.  
Get a higher quality one!

Heh.. is that a joke?

The picture you see here is a thumbnail. Click on it see the full version.

Slash0x

Maybe add a black/dark pole texture on those then it would look perfect.

It already is.

Ferhagols that a tire in the passenger seat?

Yes. If one tire goes blam-o, there's another one you can replace it with.

IRON-FARTAnd if I were you, I'd throw a canopy over those bars, wether or not your your  
reference had one.

They're safety bars. Incase the truck loses balance, it won't squish all those Noddies on board.

Aircraftkillerlol, that needs a LOT of work.

The texture is all distorted, the modeling is like half-assed, and it looks almost nothing like the E3  
2000 Supply Truck.

That's an automated response, isn't it?

Anything else that isn't created by you sucks.

tooncyAircraftkiller, do you have the Nod Buggy model from E3 2000? If you do, could you take a

few screens of it? I think it looks awesome.

He said before that he doesn't have it.

There were two versions of the Buggy:

A two-seater and a three-seater buggy.

We went with the three-seater, as it looked more sensible for the gunner handling the gun rather than sitting down on the seat and the machine gun moves magically.

EXdeath7did you have anything to model that off of? Is so can you show me please.

<http://www.fas.org/man/dod-101/sys/land/m1093.htm>

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Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [England](#) on Thu, 22 Apr 2004 13:55:23 GMT

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SeaManEnglandHow can you tell its all distorted, the image is about the size of a avater.  
Get a higher quality one!

Heh.. is that a joke?

The picture you see here is a thumbnail. Click on it see the full version.

Some reason there was no mouseover link before, is now.

Weird..

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Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [Aircraftkiller](#) on Thu, 22 Apr 2004 16:41:59 GMT

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Quote:That's an automated response, isn't it?

Anything else that isn't created by you sucks.

Of course, ignore the fact that the model looks like shit... Oh, now there's "two" different versions, the second one having less detail than the other, while looking misproportioned.

Wonder why that is?

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Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [PsycoArmy](#) on Thu, 22 Apr 2004 16:59:21 GMT

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It don't matter, Many people will enjoy to see it ingame. Good job on the model. And Ack the Pics genocide posted is the less modified one. So maybe you should try and read better.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Aircraftkiller](#) on Thu, 22 Apr 2004 17:10:03 GMT  
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So, one went from "less modified" to looking horrid?

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Deactivated](#) on Thu, 22 Apr 2004 17:20:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Geno was propably sleepy and forgot to add the 3rd pair of wheels.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [PsycoArmy](#) on Thu, 22 Apr 2004 17:32:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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AircraftkillerSo, one went from "less modified" to looking horrid?

No your up yourself, everyone knows it but you... Please post some helpful stuff if you think its bad, like real modelling tips, how to get the texture working better on it.

---

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Deactivated](#) on Thu, 22 Apr 2004 17:37:09 GMT  
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PsycoArmyNo your up yourself, everyone knows it but you... Please post some helpful stuff if you think its bad, like real modelling tips, how to get the texture working better on it.

My suggestion was to release the E3 models for info how implement things like blood, vehicle lights, dives, mouse steering etc.  
Both sides would benefit from the trade.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Aircraftkiller](#) on Thu, 22 Apr 2004 18:25:56 GMT  
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That's nice, you're not getting them now.

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As for the tips, if you would read, I told him everything I saw that was wrong with it.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Slash0x](#) on Thu, 22 Apr 2004 19:12:21 GMT  
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Omg! This argument again!!!???

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Sir Phoenixx](#) on Thu, 22 Apr 2004 19:30:23 GMT  
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---

It needs A LOT more detail. Probably the only detail on the truck's texture is the grill, tires, and the logo, almost everything else is a plain camouflage pattern. (There's no bolt/screws/door handles, damage/dirt of any kind, or seams (around the windows, doors, panels), etc.)

You're also missing parts from the model, like the side mirrors...

---

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Genocide](#) on Thu, 22 Apr 2004 20:19:45 GMT  
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---

There will be a better version modelled later on.

Like a wise man one said:

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Aircraftkiller](#) on Thu, 22 Apr 2004 21:20:57 GMT  
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Roughly translated, that comes out as "I half-assed it and am now making excuses."

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [maytridy](#) on Thu, 22 Apr 2004 21:23:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Hmmm, kinda like how Ren Alert redoes everything about 2 times?

---

---



Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Aircraftkiller](#) on Thu, 22 Apr 2004 21:36:58 GMT  
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You missed the point entirely. Congratulations.

I wasn't poking at the fact that he said he'd "redo it." I'm poking at the fact that he makes half-assed work and tells people that it's great and perfect.

Then turns around and says it's bad, not even a day later.

Isn't he supposed to be working on that Fisting of Ass thing? I can't see it getting done any faster if he's busy doing things for other people.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Genocide](#) on Fri, 23 Apr 2004 02:15:38 GMT  
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Fact Time..Again.

·I did not say it was bad.

·I said I would make a better version later on.

·I work equally more on fist of fate than the other projects I help out.

·Agrees with Slash0x

·Nothing is perfect, not even you.

·The day you compliment me on something is the day u loose your virginity

---

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Slash0x](#) on Fri, 23 Apr 2004 04:44:44 GMT  
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Genocide

·Agrees with Slash0x

:rolleyes: ...

---

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Aircraftkiller](#) on Fri, 23 Apr 2004 06:49:17 GMT  
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GenocideFact Time..Again.

·I did not say it was bad.

·I said I would make a better version later on.

·I work equally more on fist of fate than the other projects I help out.

·Agrees with Slash0x

·Nothing is perfect, not even you.

·The day you compliment me on something is the day u loose your virginity

Actually, it's Opinion Time, considering almost all of what you wrote was just an opinion that attempts to counter my own.

1. You didn't say it was bad, you implied it through the "I'll redo it later on" comment. If it weren't bad, you wouldn't need to redo it.

2. Yeah, can't wait to see the infantry pretending to hit each other with swords. Seeing as how character firing animations don't work in MP and all.

3. I've never once stated that I was perfect, nor have I ever implied as such. Which has absolutely nothing to do with your Cargo Truck being crap.

4. I don't plan on "losing virginity" until I find someone I care about enough to share my life with. Which, again, has nothing to do with your Cargo Truck being crap.

---

Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Deactivated](#) on Fri, 23 Apr 2004 08:21:12 GMT  
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---

AircraftkillerTires don't go on the inside of a truck, they go on the outside of the cab.

That's how the Renegade's suspension system works.

Sir PhoenixIt needs A LOT more detail. Probably the only detail on the truck's texture is the grill, tires, and the logo, almost everything else is a plain camouflage pattern. (There's no

bolt/screws/door handles, damage/dirt of any kind, or seams (around the windows, doors, panels), etc.)

You're also missing parts from the model, like the side mirrors...

You're exaggerating the fact, like Madtone did.

" i have a model in my possession that is VERY similar to the E3 model and wanted to see if that is being used"

but... it wasn't true..

<http://www.n00bstories.com/image.view.php?id=1073386832>

Aircraftkiller3. I've never once stated that I was perfect, nor have I ever implied as such.

You said that you're a perfectionist.

Quote:perfectionist

n : a person is displeased by anything that does not meet very high standards

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [sniper12345](#) on Fri, 23 Apr 2004 08:56:26 GMT

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AircraftkillerRoughly translated, that comes out as "I half-assed it and am now making excuses."

You're pathetic.

---

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Deactivated](#) on Fri, 23 Apr 2004 09:22:20 GMT

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---

AircraftkillerRoughly translated, that comes out as "I half-assed it and am now making excuses."

<http://dynamic6.gamespy.com/~renalert/forum/uploads/post-5-1082065134.jpg>

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [sniper12345](#) on Fri, 23 Apr 2004 09:45:16 GMT

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That's the perfect comeback .

Luckily Darkblade fixed it...so we won't have to complain about it anymore.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [cokemaster](#) on Fri, 23 Apr 2004 10:46:29 GMT  
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Stop trying to drag Aircraftkillers work down to your levels. If you are still pissed off that he didn't share his private cache then keep it to yourself... its his and it is his choice, not obligation to give it to the community.

As one of the most experienced people on the renegade scene you should treat him with a bit more respect,you don't and you expect him to act all nice to you? Aircraftkiller has a lot of knowledge about renegade and I feel he shows that in his maps.

Furthermore when he points out something about your work, you take it as a personal insult.

:rolleyes:

---

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [PsycoArmy](#) on Fri, 23 Apr 2004 11:20:13 GMT  
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Its just a game, lol. And ACK you can't read people for shit.

---

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [cokemaster](#) on Fri, 23 Apr 2004 11:28:52 GMT  
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PsycoArmyIts just a game, lol.  
If its just a game, then why don't you just go away?  
PsycoArmy And ACK you can't read people for shit.  
Unlike some people, he has good English skills.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [flyingfox](#) on Fri, 23 Apr 2004 11:48:47 GMT  
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sniper12345You're pathetic.

If you people could add

"I'm an asshat and lovin' it. You too can be like me. Join now free of charge at <http://www.intelligence-removal.com>, where we will begin the surgery needed to bring your IQ down to a level of 40, by which time you will enjoy aimlessly attacking members of message boards without even a trace of wit, sarcasm or humour that might make your posts acceptable."

..at end of each of your messages, that would be just groovy.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Deactivated](#) on Fri, 23 Apr 2004 14:00:51 GMT

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cokemasterStop trying to drag Aircraftkillers work down to your levels. If you are still pissed off that he didn't share his private cache then keep it to yourself... its his and it is his choice, not obligation to give it to the community.

As one of the most experienced people on the renegade scene you should treat him with a bit more respect,you don't and you expect him to act all nice to you? Aircraftkiller has a lot of knowledge about renegade and I feel he shows that in his maps.

That SAM Site fullfills the definition of "half-assed" work.

He came and asked me how to add blood effects and other things I have mentioned before. I wanted him to share the E3 models in return of my information. Including the models in RenAlert would be pointless as there is no Nod, no Tiberium or GDI. If it was, it wouldn't be based on Red Alert 1 anymore. Since I haven't seen any updates regarding the blood effects and such, I guess he still doesn't have a clue how to implement them.

Maybe because they are originally Westwood's maps?

And, I do respect Aircraftkiller and his work.  
In fact, without Aircraftkiller I wouldn't be propably playing Renegade.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Slash0x](#) on Fri, 23 Apr 2004 14:14:14 GMT

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cokemasterStop trying to drag Aircraftkillers work down to your levels. If you are still pissed off that he didn't share his private cache then keep it to yourself... its his and it is his choice, not obligation to give it to the community.

As one of the most experienced people on the renegade scene you should treat him with a bit more respect,you don't and you expect him to act all nice to you? Aircraftkiller has a lot of knowledge about renegade and I feel he shows that in his maps.

Furthermore when he points out something about your work, you take it as a personal insult.

:rolleyes:

When I first joined into The-Pits server posting my map he assumed I said "My Map Is Better Than Your Map...so Ha". The only person that lost my respect was ACK (until he finally gave me advice

which I do appreciate ).

I'm not trying to make ACK look bad in this post, but it does show how many people are ignorant and need to put their foot where their mouth is before they get dragged into Flames...

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [PsycoArmy](#) on Fri, 23 Apr 2004 14:29:45 GMT  
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cokemasterPsycoArmyIts just a game, lol.  
If its just a game, then why don't you just go away?  
PsycoArmy And ACK you can't read people for shit.  
Unlike some people, he has good English skills.

Because I like modding...

They mustn't be very good because he doesn't seem to understand what people say.

Whats your problem and who the hell are you?

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Aircraftkiller](#) on Fri, 23 Apr 2004 16:17:16 GMT  
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Quote:That's how the Renegade's suspension system works.

No, it isn't. I wasn't talking about that. You put a tire on the inside of the truck cab, behind a passenger seat. It should be hanging BEHIND the truck cab.

Quote:You said that you're a perfectionist.

per-fec-tion-ism P Pronunciation Key (pr-fksh-nzm)  
n.

A propensity for being displeased with anything that is not perfect or does not meet extremely high standards.

A belief in certain religions that moral or spiritual perfection can be achieved before the soul has passed into the afterlife.

Try putting in the entire definition. Being a perfectionist doesn't mean I'm perfect, for fuck's sake. It means I ASPIRE to be perfect and create perfect things, not that I AM perfect or create perfect things.

Quote:That SAM Site fullfills the definition of "half-assed" work.

I'm not a professional 2D artist. I have to learn as I go along, and the only way to do that is to get

the opinion of the public on what I create. I use the responses, both good and bad (gee, isn't that something? You don't have to whine about someone saying your work sucks, it's actually helpful.), to get better at what I do.

Quote:He came and asked me how to add blood effects and other things I have mentioned before. I wanted him to share the E3 models in return of my information. Including the models in RenAlert would be pointless as there is no Nod, no Tiberium or GDI. If it was, it wouldn't be based on Red Alert 1 anymore.

Not giving them out. If you had read the PC&C interview of the next patch, you'd have seen what we planned them for.

Quote:Since I haven't seen any updates regarding the blood effects and such, I guess he still doesn't have a clue how to implement them.

Doesn't matter either way, gimmicks are nowhere near as important as gameplay or graphics.

Quote:Maybe because they are originally Westwood's maps?

All 30+, including all 20+ RA levels I've made over the past two years? Sure... That gets more lame each time someone posts it. "IT WAS ONLY WS MAPZ! MAPZ I S4Y!!! HE CNT DO NEDING HIMSALF!!!!!!!!!!!!1" Of course not. Becuase we ALL KNOW that WS made over 30 multiplayer levels. And they made every single one I'm using for RA. :rolleyes:

---

Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [Deactivated](#) on Fri, 23 Apr 2004 16:41:10 GMT

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AircraftkillerNo, it isn't. I wasn't talking about that. You put a tire on the inside of the truck cab, behind a passenger seat. It should be hanging BEHIND the truck cab.:

Ah, that one. Don't know why Geno put it there.

Doesn't matter, I removed it because it was just wasting polygons. By the way, there is a tire behind the cab.

AircraftkillerI'm not a professional 2D artist. I have to learn as I go along, and the only way to do that is to get the opinion of the public on what I create

Maybe you should have awaited to DB finish it before posting it?

AircraftkillerDoesn't matter either way, gimmicks are nowhere near as important as gameplay or graphics.:

But things like dives, vehicle lights and mouse/gamepad vehicle steering have an effect on gameplay.

No gimmicks=No game or mod. Gimmicks are needed to make things interesting.

AircraftkillerAll 30+, including all 20+ RA levels I've made over the past two years? Sure... That gets more lame each time someone posts it. "IT WAS ONLY WS MAPZ! MAPZ I S4Y!!! HE CNT DO NEDING HIMSALF!!!!!!!!!!!!1" Of course not. Becuase we ALL KNOW that WS made over 30 multiplayer levels. And they made every single one I'm using for RA. :rolleyes:

That's an exaggeration, right?

---

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Aircraftkiller](#) on Fri, 23 Apr 2004 16:53:13 GMT  
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Besides, even if I did give you those vehicles, they wouldn't mesh with what you have now. Two completely different styles. They would outclass what you have right now and make everything else look really odd in comparison.

If you want to figure out a way to give out those "secrets" of yours, I suggest you find something else to bargain with. Otherwise someone will find it out and tell everyone about it, then you won't have anything to bargain with.

Sort of like how RA is going to have a viewing distance of 600 meters, or beyond, instead of just 300 meters...

hmm

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Fabian](#) on Fri, 23 Apr 2004 17:07:23 GMT  
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holy shit! I've always wanted to be able to do that. Wonder if it's possible with .mix's... :sarcasm:

---

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Deactivated](#) on Fri, 23 Apr 2004 17:18:19 GMT  
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AircraftkillerBesides, even if I did give you those vehicles, they wouldn't mesh with what you have now. Two completely different styles. They would outclass what you have right now and make everything else look really odd in comparison.

If you want to figure out a way to give out those "secrets" of yours, I suggest you find something else to bargain with. Otherwise someone will find it out and tell everyone about it, then you won't have anything to bargain with.

I wanted realistic look for the project, but because Commando doesn't have any else artists than Genocide at the moment, I had settle with what I was given.



But that isn't a valid reason to leave the E3 models out.'

No else else than you were interested.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Aircraftkiller](#) on Fri, 23 Apr 2004 17:25:46 GMT  
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Suit yourself, then.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Deactivated](#) on Fri, 23 Apr 2004 19:49:23 GMT  
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A new picture of the cargo truck has been posted. It's on the first page.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Slash0x](#) on Fri, 23 Apr 2004 19:56:49 GMT  
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SeaManA new picture of the cargo truck has been posted. It's on the first page.  
Yeah, I noticed several other things were missing and almost all of it was added. Congrats on the Commando team!

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Aircraftkiller](#) on Fri, 23 Apr 2004 21:03:33 GMT  
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It's blurry and that camoflaugue texture looks like ass.

---

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Oblivion165](#) on Fri, 23 Apr 2004 21:08:44 GMT  
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the truck does look like it just came off the assembly line, it has no dirt, no currosion, nothing.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Deactivated](#) on Fri, 23 Apr 2004 21:14:37 GMT

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AircraftkillerIt's blurry and that camoflaug texture looks like ass.

But aren't trucks mechanized counterparts of regular donkeys? So that's why it looks like a donkey.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Deactivated](#) on Fri, 23 Apr 2004 21:20:12 GMT

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oblivion165the truck does look like it just came off the assembly line, it has no dirt, no currosion, nothing.

It does have dirt and corrosion. They are not just exaggerated.

---

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Phoenix - Aeon](#) on Mon, 26 Apr 2004 00:34:33 GMT

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Quote:I'm not a professional 2D artist. I have to learn as I go along, and the only way to do that is to get the opinion of the public on what I create. I use the responses, both good and bad (gee, isn't that something? You don't have to whine about someone saying your work sucks, it's actually helpful.), to get better at what I do.

Quote:Maybe you should have awaited to DB finish it before posting it?

Or maybe if he wanted responses on his work then he should have posted his version, which strangely enough is both what he wanted and what he did, how bizarre :rolleyes:

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Deafwasp](#) on Mon, 26 Apr 2004 10:17:58 GMT

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AircraftkillerIt's blurry and that camoflaug texture looks like ass.

I dont get it... Your picture isn't on that truck anywhere..... Somebody wanna explain this to me?

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Aircraftkiller](#) on Mon, 26 Apr 2004 17:00:49 GMT

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LOLLERSKATES YOUR HUMOR IS NOT TEH FUNNY

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Fabian](#) on Mon, 26 Apr 2004 17:09:21 GMT  
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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Aircraftkiller](#) on Mon, 26 Apr 2004 17:28:35 GMT  
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Why do people like you insist on being idiots and think that their single view on the world is what everyone else in this forum shares?

Shut the fuck up.

---

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Fabian](#) on Mon, 26 Apr 2004 17:31:25 GMT  
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Well, I had to say only you to stay with the theme... but the message is that just because you say it's not funny doesn't make it so. I, and probably other people who don't kiss your ass all the time found Deafwasp's comments funny.

---

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Aircraftkiller](#) on Mon, 26 Apr 2004 17:37:11 GMT  
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You still used the image in a way that makes you out to be an idiot who believes his single view on the world is that which everyone else sees and believes.

LOLOL FUNY

If Deafwasp thinks images of others are funny, perhaps we should post up a picture of the fat fuck's face. Or find the one he posted before...

While we're at it, why don't we find one of your candy-ass so people can laugh at what you look like?

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Fabian](#) on Mon, 26 Apr 2004 17:42:15 GMT  
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Neither of us have mullets, so don't talk trash about us. I'll get my digital camera and post a picture of myself if you really insist on it. And don't give us your "OMG ITS NOT A MULLET LOOK AT EIGHTIES PEOPLE YOU DONT KNOW WHAT TEH MULLET IS!!11!" Every single fucking person ive shown said it's a mullet--most without me even asking.

That said...you're wrong deafwasp...you just need to look harder:

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [bigjoe14](#) on Mon, 26 Apr 2004 17:43:14 GMT  
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Quote:NOT TEH FUNNY  
You're lucky you left the "A" out of "FUNNAY". Steppo might have sued you for unauthorized usage of that specific phrase.

And Aircraftkillers hair is not a mullet. It's just long.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Aircraftkiller](#) on Mon, 26 Apr 2004 18:53:21 GMT  
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Seal, you're fucking retarded. You have absolutely no clue of what a mullet is.

Having hair brushed back out of your face does not mean it's a mullet.

Having long hair does not mean it's a mullet.

Making accusations about mullets because you can't argue for shit makes YOU a dumbass.

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Spice](#) on Mon, 26 Apr 2004 19:03:05 GMT  
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Stop brining up mullet . It has nothing to do with this topic or the model or the mod or the forum. Go do it in off topic. :rolleyes:

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Subject: C&C Commando: M1083 Standard Cargo Truck

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Posted by [smwScott](#) on Mon, 26 Apr 2004 22:20:43 GMT

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Do you people know what a fucking mullet is? I mean for gods sake you're fucking stupid, that's not a mullet. Also what kind of guy makes fun of another guy because you don't think he's attractive, that's pretty queer.

About the model, I think it looks pretty good. It's not jaw dropping but it's certainly not a bad model either. Overall Commando looks to be a nice mod.

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Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [Aircraftkiller](#) on Mon, 26 Apr 2004 22:58:24 GMT

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mullet

Pronounced "MUHL LET"

A hairstyle in which the front is cut trim, but the back is long, left wild and often uncut. Even when the back is cut, it is still longer than the front. It is the sign of the redneck. Alternate names include:

Ape Drape. Beaver Paddle. Bi - Level. Camero Cut. Buisness in the front, Party in the back. Canadian passport. Coupe Longveuil. El-camino. Hockey hair. Kentucky waterfall. Missouri comprimise. Mudflap. Neckwarmer. Ranchero. Shlonc (short + long). Achy-breaky-bad-mistakey. Soccer rocker. Squirrel pelt. Tennessee tophat. Yep-nope.

Example of a mullet?

Whitesnake is a great example.

---

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Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [Aurora](#) on Mon, 26 Apr 2004 23:02:29 GMT

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Aircraftkiller != Mullet.

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Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [Creed3020](#) on Mon, 26 Apr 2004 23:43:54 GMT

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maytridyHmmm, kinda like how Ren Alert redoes everything about 2 times?

That sounds about right...

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by --oo00o00oo-- on Tue, 27 Apr 2004 00:42:07 GMT  
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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Slash0x](#) on Tue, 27 Apr 2004 15:02:39 GMT  
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--oo00o00oo--[img above]  
LMAO!!!

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Subject: C&C Commando: M1083 Standard Cargo Truck  
Posted by [Deactivated](#) on Sat, 15 May 2004 09:35:52 GMT  
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Aircraftkiller and it looks almost nothing like the E3 2000 Supply Truck.

But then again the E3 truck just and just resembles an M1083 truck.

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