Subject: Renegade Alert Mine Layer
Posted by Renx on Mon, 24 May 2004 12:01:57 GMT
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The model for the Mine Layer was made by Sir Phoenixx, and for the most part is identical to the one from Red Alert. Here is there icon from RA, It's small, but you can see how closely alike they are:

The texture was done by Aircraftkiller. This isn't the final texture, Darkblade will redo most of it when he comes back on study leave. This gives you an idea of what the mine layer will be like though.

The Allied and Soviet Mine Layer will be very similer in appearance, with only slight texture differences. Although the Allied Mine Layer will lay down anti-tank mines, while the Soviet's will lay down anti-personnel mines. The mines will also work different than the ones in Renegade, these mines will have a limit of around 50, and will not disappear when the limit has been reached, but instead it will prevent you from laying anymore. Thank NeoSaber for these excellent changes.

http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=1913&st=0

Subject: Renegade Alert Mine Layer
Posted by OnfireUK on Mon, 24 May 2004 12:07:54 GMT
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That looks really good

Subject: Renegade Alert Mine Layer
Posted by Mad Ivan on Mon, 24 May 2004 13:54:21 GMT
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erm...nice...

Subject: Renegade Alert Mine Layer
Posted by Renx on Mon, 24 May 2004 14:09:35 GMT
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Btw, what's this RenX site in your sig? O_o

Subject: Renegade Alert Mine Layer

Posted by Mad Ivan on Mon, 24 May 2004 14:56:07 GMT
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its something for Generals Modders i am doing...
I am also trying to keep it under wraps...its nothing that would benefit the Renegade Community, however...

Subject: Renegade Alert Mine Layer
Posted by Renx on Mon, 24 May 2004 15:15:02 GMT
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Ah, ok, was just wondering.

Subject: Renegade Alert Mine Layer
Posted by Vitaminous on Mon, 24 May 2004 15:47:28 GMT
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Thought you had a fan eh?

Subject: Renegade Alert Mine Layer
Posted by Mad Ivan on Mon, 24 May 2004 16:58:54 GMT
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not really...he asked, i answered.

Subject: Renegade Alert Mine Layer
Posted by BabyCatjuhh on Mon, 24 May 2004 17:06:24 GMT
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why isn't the RenAlert forum/site working for me

Subject: Renegade Alert Mine Layer
Posted by Spice on Mon, 24 May 2004 18:50:15 GMT
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Becasue you suck? LOL j\k Anyways if infantr run over the mines do they exploade also? At least no more n00b miners ....

Subject: Renegade Alert Mine Layer

Posted by Jaspah on Mon, 24 May 2004 20:27:01 GMT
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Got any screenshots of the mines?

Subject: Renegade Alert Mine Layer
Posted by Mad Ivan on Mon, 24 May 2004 21:46:38 GMT
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BabyCatjuhhwhy isn't the RenAlert forum/site working for me

it may be temporary.I cant access the whole PCNC network since 3 hours...

Subject: Renegade Alert Mine Layer
Posted by NeoX on Mon, 24 May 2004 22:03:31 GMT
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Good model awesome skin keep it up Ack your getting better!

Subject: Renegade Alert Mine Layer
Posted by Renx on Mon, 24 May 2004 23:42:50 GMT
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j4S[p]Got any screenshots of the mines?

Yes, I do actually. Not much but there you go

Subject: Renegade Alert Mine Layer
Posted by Madtone on Mon, 24 May 2004 23:55:00 GMT
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Is it possible to shoot them and they blow up for a more realisitic effect, or do you actually have to "repair" them to disarm them or something?

Subject: Renegade Alert Mine Layer
Posted by Renx on Tue, 25 May 2004 00:12:41 GMT
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If you shoot near them, they will explode. trying to repair them will only get yourself killed

Subject: Renegade Alert Mine Layer
Posted by htmlgod on Tue, 25 May 2004 02:31:28 GMT
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POOPER SCOOPER!

(yes, you know what that scoop on the front is for)

Subject: Renegade Alert Mine Layer
Posted by YSLMuffins on Tue, 25 May 2004 03:00:07 GMT
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Are they going to be invisible or camouflaged to the enemy?

Subject: Renegade Alert Mine Layer
Posted by NeoSaber on Tue, 25 May 2004 04:13:48 GMT
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Mines will probably use Renegade's stealth settings, unless a better idea comes along.

Subject: Renegade Alert Mine Layer
Posted by Demolition man on Tue, 25 May 2004 08:51:14 GMT
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zoom in on the icon and you will see that the front from the model is wrong.

Subject: Renegade Alert Mine Layer
Posted by Blazer on Tue, 25 May 2004 09:58:54 GMT
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The front of the machine in the icon looks kind of...triangular

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Subject: Renegade Alert Mine Layer
Posted by BabyCatjuhh on Tue, 25 May 2004 15:13:53 GMT
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Mad IvanBabyCatjuhhwhy isn't the RenAlert forum/site working for me

it may be temporary.I cant access the whole PCNC network since 3 hours...

Can't I fix it somehow? I just deleted my temp Internet files, because I thougt maybe those where

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the cause, but they weren't

Subject: Renegade Alert Mine Layer
Posted by Slash0x on Tue, 25 May 2004 15:18:17 GMT
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I don't know if this has been already stated somewhere, but do the mines have a limit? additional to the regular mine limit? or another way I am not thinking of...

Subject: Renegade Alert Mine Layer
Posted by Deactivated on Tue, 25 May 2004 15:21:15 GMT
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Slash0xI don't know if this has been already stated somewhere, but do the mines have a limit? additional to the regular mine limit? or another way I am not thinking of...

^First post

RenxThe mines will also work different than the ones in Renegade, these mines will have a limit of around 50, and will not disappear when the limit has been reached, but instead it will prevent you from laying anymore. Thank NeoSaber for these excellent changes.

Subject: Renegade Alert Mine Layer
Posted by npsmith82 on Wed, 26 May 2004 02:25:37 GMT
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I take it an enemy mine layer can sail through anti-vehicular mines without getting hurt? From memory, i think they were able to defuse mines and not get hurt (or maybe that's Earth 2150).

NeoSaberMines will probably use Renegade's stealth settings, unless a better idea comes along.How about they're 75% transparent objects, so they blend in with any terrain they're placed on?

Or maybe...

From long range, they're stealthed 100% (like a stealth tank), but once you get within close proximity they lose 25% stealthyness, making them only just visible (75%).