
Subject: Ren Alert Object Update: Destroyed Ranger
Posted by [NeoX](#) on Mon, 24 May 2004 18:34:21 GMT

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Just another object to hide behind in levels. Aircraftkiller finished this today, texture and all.

#2

Final

Subject: Ren Alert Object Update: Destroyed Ranger
Posted by [Aircraftkiller](#) on Mon, 24 May 2004 18:38:16 GMT

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Why are you posting updates for us when you have nothing to do with us?

Subject: Ren Alert Object Update: Destroyed Ranger
Posted by [Spice](#) on Mon, 24 May 2004 18:43:48 GMT

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That looks great but I was wondering the same

Subject: Ren Alert Object Update: Destroyed Ranger
Posted by [NeoX](#) on Mon, 24 May 2004 18:57:45 GMT

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Nice model. Great Texture!

Subject: Ren Alert Object Update: Destroyed Ranger
Posted by [bigejoe14](#) on Mon, 24 May 2004 19:07:22 GMT

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Someone's retarded.

Subject: Ren Alert Object Update: Destroyed Ranger
Posted by [Sn1per XL](#) on Mon, 24 May 2004 19:14:50 GMT
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Nice texture...And bigjoe is right lol.

Subject: Ren Alert Object Update: Destroyed Ranger
Posted by [gendres](#) on Mon, 24 May 2004 20:18:49 GMT
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nice job, bullet holes are cool

Subject: Ren Alert Object Update: Destroyed Ranger
Posted by [Jaspah](#) on Mon, 24 May 2004 20:25:44 GMT
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Will we be able to jump into the back and use it for a sniper post or just cover?

Subject: Ren Alert Object Update: Destroyed Ranger
Posted by [IRON FART](#) on Mon, 24 May 2004 22:16:19 GMT
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Thats a nice touch.

I'd bust the bonnet a little. Just criple it a bit and maybe add some smoke.

Is the 432 missing from the side?

Oh yea, and someone is retarded.

Subject: Ren Alert Object Update: Destroyed Ranger
Posted by [Renx](#) on Mon, 24 May 2004 23:39:21 GMT
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AircraftkillerWhy are you posting updates for us when you have nothing to do with us?

That, and I already posted this in the original Ranger thread....
