
Subject: Renegade Alert In-Game Ranger Images
Posted by [Aircraftkiller](#) on Mon, 24 May 2004 23:40:45 GMT
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Took these just now. Allied Sniper is visible in the vehicle. It's a bit small because of testing, but will probably be about 10-30% larger.

Don't mind my FPS in the second image. Anything with an emitter, or an alpha texture, causes my FX 5200 to lose about 25-50% in performance.

Subject: Renegade Alert In-Game Ranger Images
Posted by [Spice](#) on Mon, 24 May 2004 23:52:12 GMT
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It looks great. I also see you have the new harvester in. That looks excellent also. The only thing i dont like is those tires. They look very squarish , but you probley wont notice them in-game as they will be moving. My question is will the other passenger be visable in the ranger as well.

:oops: Fixed

Subject: Renegade Alert In-Game Ranger Images
Posted by [deadaim00](#) on Tue, 25 May 2004 00:15:48 GMT
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Nice job guys! Lol, ex, you put ass well at the end of your sentence.

Subject: Renegade Alert In-Game Ranger Images
Posted by [maytridy](#) on Tue, 25 May 2004 00:16:45 GMT
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That looks really cool.....I wish you could snipe him, that would rock.

Subject: Renegade Alert In-Game Ranger Images
Posted by [OrcaPilot26](#) on Tue, 25 May 2004 01:20:33 GMT
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Wow... visible characters in vehicles, a year ago they said it couldn't be done.

The gun would look kinda stupid moving on its own though.

Subject: Renegade Alert In-Game Ranger Images
Posted by [htmlgod](#) on Tue, 25 May 2004 02:22:40 GMT
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Quote:It's a bit small

Subject: Renegade Alert In-Game Ranger Images
Posted by [jonwil](#) on Tue, 25 May 2004 02:58:55 GMT
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great to see that JFW_Visible_Person_In_Vehicle and friends are getting used

Subject: Renegade Alert In-Game Ranger Images
Posted by [Spice](#) on Tue, 25 May 2004 04:59:27 GMT
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LOL @ the pic as always.

Anwyas jonwill watch the sole survivor video adn you will notice they are using the JFW Visible Person In Vehicle script also.

Subject: Renegade Alert In-Game Ranger Images
Posted by [jonwil](#) on Tue, 25 May 2004 11:41:03 GMT
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I know SS is using it, I have the SS beta (thanks SomeRhino, great mod
