
Subject: Renegade Alert Service Depot
Posted by [Aircraftkiller](#) on Sat, 29 May 2004 09:10:34 GMT
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Finished this today, created both the model and the texture.

The Service Depot is the only structure that can repair friendly vehicles, and it's the only structure that rearms friendly Mine Layers.

Once lost, you lose the ability to get repairs and Mine Layer armament resupply.

If all goes well, the next patch will feature its repair animation from Red Alert.

Subject: Renegade Alert Service Depot
Posted by [htmlgod](#) on Sat, 29 May 2004 18:36:23 GMT
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Exciting.

Subject: Renegade Alert Service Depot
Posted by [Vitaminous](#) on Sat, 29 May 2004 19:17:30 GMT
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So fresh, FRESH!

Subject: Renegade Alert Service Depot
Posted by [Havoc 89](#) on Sat, 29 May 2004 20:54:25 GMT
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wow, cant wait. are you going to add specular lighting to it? cuz in that image of it ingame (RA1 image) it looks shiny.

Subject: Renegade Alert Service Depot
Posted by [SuperFlyingEngi](#) on Sat, 29 May 2004 21:47:58 GMT
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I personally think specular looks kind of ugly on most models...

Subject: Renegade Alert Service Depot
Posted by [IRON FART](#) on Sat, 29 May 2004 21:56:12 GMT
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Havoc 89wow, cant wait. are you going to add specular lighting to it? cuz in that image of it ingame (RA1 image) it looks shiny.
If possible, I think specular should be applied to the colored rim only.

That would be class.

Subject: Renegade Alert Service Depot
Posted by [Slash0x](#) on Sat, 29 May 2004 22:42:50 GMT
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It is exciting to see basic stuff look so great. KUDOS!

Subject: Renegade Alert Service Depot
Posted by [htmlgod](#) on Sun, 30 May 2004 02:20:59 GMT
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wooooooooooot exciting
</sarcasm>

Subject: Renegade Alert Service Depot
Posted by [NeoX](#) on Sun, 30 May 2004 02:31:49 GMT
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nice 30 poly model!!!!

Subject: Renegade Alert Service Depot
Posted by [Aircraftkiller](#) on Sun, 30 May 2004 02:36:49 GMT
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It's 120. Polygons are there that you can't see which are needed for the repair animation.

Subject: Renegade Alert Service Depot
Posted by [Oblivion165](#) on Sun, 30 May 2004 03:26:55 GMT
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its nicely made, but is it topic worthy?

Subject: Renegade Alert Service Depot
Posted by [Fabian](#) on Sun, 30 May 2004 03:34:16 GMT
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Hey...if the barrel was topic worthy, and...believe me, it was...than this is definetly topic worthy.

Subject: Renegade Alert Service Depot
Posted by [Aircraftkiller](#) on Sun, 30 May 2004 03:37:39 GMT
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Unlike others, we enjoy keeping our community informed about what we're doing... This is why these updates are made, regardless of content.

Subject: Renegade Alert Service Depot
Posted by [maytridy](#) on Sun, 30 May 2004 04:10:44 GMT
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IRON-FARTHavoc 89wow, cant wait. are you going to add specular lighting to it? cuz in that image of it ingame (RA1 image) it looks shiny.
If possible, I think specular should be applied to the colored rim only.

That would be class.

I agree, will this be done?

Subject: Renegade Alert Service Depot
Posted by [YSLMuffins](#) on Sun, 30 May 2004 20:40:11 GMT
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Screw topic worthiness lol, even though it's something so seemingly simple, it looks damn good (as it is). Great work! :thumbsup:
