
Subject: Renegade Alert Allied AA Gun

Posted by [Aircraftkiller](#) on Tue, 01 Jun 2004 21:09:50 GMT

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This is the Allied AA (Anti-Aircraft) Gun. It is equipped with four 30mm cannons that fire explosive rounds. They tear through aircraft with little opposition. Their only weakness is their short range.

AA Guns will be found protecting Allied bases from Soviet airborne threats. They will also be controllable in certain assault levels. If the Power Plant is destroyed, they will no longer function, leaving your base vulnerable to Soviet air strikes.

Model and texture were done by me. It will be upgraded more in the future.

Reference:

Subject: Renegade Alert Allied AA Gun

Posted by [SuperFlyingEngi](#) on Tue, 01 Jun 2004 21:51:21 GMT

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Even though the texture is close to the reference picture, I would change the sort of yellow speckly corrugated texture on the gun supports. It really feels to me like it drags the rest of the down with it. While I understand trying to be faithful to source material, if there's something that could be fixed, why not fix it?

Subject: Renegade Alert Allied AA Gun

Posted by [Aircraftkiller](#) on Tue, 01 Jun 2004 21:52:25 GMT

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Because when I changed it, it didn't make it any better.

Subject: Renegade Alert Allied AA Gun

Posted by [WNxPunk](#) on Tue, 01 Jun 2004 21:57:00 GMT

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Post on CnC: Unleashed done

Good model, I don't like the metal stuff around the gun tho.

Subject: Renegade Alert Allied AA Gun
Posted by [Genocide](#) on Tue, 01 Jun 2004 23:04:00 GMT
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Hmm, fixes i think should be done:

- . Missed the cylinders that should go on the side metal plate.
- . Change colour to metal so it matches metal colour in the RA Render.
- . Missed those extruded boxes that go around the base.
- . Put some rust on the metal, seems funny how the gridded metal is in that state and the rest stayed babyass clean.

Apart from that its ok.

Subject: Renegade Alert Allied AA Gun
Posted by [Aircraftkiller](#) on Tue, 01 Jun 2004 23:09:04 GMT
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Not adding any more mesh detail. Enough polygons as it is.

Metal rib on the side is close enough to the original color.

AA Guns don't rust when they're in active use. You can't fire a rusting weapon. Instead, it has dirt and grime.

Subject: Renegade Alert Allied AA Gun
Posted by [NeoX](#) on Tue, 01 Jun 2004 23:17:54 GMT
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Just leave Ack and his super Low poly box models alone. It saves headaches.

Subject: Renegade Alert Allied AA Gun
Posted by [Aircraftkiller](#) on Tue, 01 Jun 2004 23:19:54 GMT
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You're an idiot, you realize this?

Subject: Renegade Alert Allied AA Gun
Posted by [IRON FART](#) on Tue, 01 Jun 2004 23:40:37 GMT
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I think you should scale down the grime texture on the sides a bit.

That texture seems a little too big for the model. Compare the texture on the reference and model.

Subject: Renegade Alert Allied AA Gun

Posted by [Aircraftkiller](#) on Tue, 01 Jun 2004 23:50:24 GMT

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I scaled it twice already in the UV map, when it gets small it becomes hard to pick out the detail on the sides. I'll give it another shot though.

Subject: Renegade Alert Allied AA Gun

Posted by [Blazer](#) on Tue, 01 Jun 2004 23:50:34 GMT

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What about having the guns automatic when the PP is alive, and if it gets destroyed they can be manually controlled?

Subject: Renegade Alert Allied AA Gun

Posted by [SuperFlyingEngi](#) on Wed, 02 Jun 2004 00:05:14 GMT

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AircraftkillerBecause when I changed it, it didn't make it any better.

What did you change it to? Because I really think that there are some better alternatives to that smudgy yellow stuff... Beyond that, I think everything else looks good.

BTW: Cool idea, Blazer.

Subject: Renegade Alert Allied AA Gun

Posted by [Renx](#) on Wed, 02 Jun 2004 01:28:50 GMT

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It's a neat idea, but the guns still wouldn't be receiving power. People would just ignore defending the Power Plant since they know they could just use the gun manually.

Subject: Renegade Alert Allied AA Gun

Posted by [SuperFlyingEngi](#) on Wed, 02 Jun 2004 02:18:36 GMT

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Yeah, it does seem like kind of a boon for leaving the PP open, so some non-team players let the

other team waltz right in, shazam, PP goes down, they get in turrets. Also, if people fired from them, the guns might start to be used on things other than planes.

Subject: Renegade Alert Allied AA Gun
Posted by [maytridy](#) on Wed, 02 Jun 2004 02:31:04 GMT
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Well they can make it so that the guns won't point any lower than a certain angle...restricting you to the sky.

Subject: Renegade Alert Allied AA Gun
Posted by [SuperFlyingEngi](#) on Wed, 02 Jun 2004 02:39:26 GMT
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Yeah...but then what if a helicopter flies hugging the ground? AA guns won't be able to hit it, and it drives up just like a tank and starts shooting?

Subject: Renegade Alert Allied AA Gun
Posted by [jd422032101](#) on Wed, 02 Jun 2004 02:43:34 GMT
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maby they should make so that the aa gun can only hurt fly objects

Subject: Renegade Alert Allied AA Gun
Posted by [Nodbugger](#) on Wed, 02 Jun 2004 02:54:54 GMT
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They used AA/Flak guns on vehicles and infantry in every war.

We likes doing it Vietnam and the Germans did it a lot in world war 2.

Subject: Renegade Alert Allied AA Gun
Posted by [Imdgr8one](#) on Wed, 02 Jun 2004 03:10:00 GMT
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It's not real life, it's renegade.

If ACK hasn't said it enough.

Subject: Renegade Alert Allied AA Gun
Posted by [Spice](#) on Wed, 02 Jun 2004 06:17:23 GMT
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I say just scale the texture down if you can on the sides , if you cant who cares , looks fine to me

Subject: Renegade Alert Allied AA Gun
Posted by [Deactivated](#) on Wed, 02 Jun 2004 08:50:44 GMT
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For me the texture on the sides looks like wood that has been burnt with soldering iron.

Subject: Renegade Alert Allied AA Gun
Posted by [Hav0c](#) on Wed, 02 Jun 2004 14:17:54 GMT
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I think you need to change the texture of the gun itself so it goes better with the rusty look, because in the reference you can see its more brown coloured for the cylinder on the outside and the buld of the gun, the barrels look really good though
