
Subject: Renegade Alert: Allied Destroyer
Posted by [Renx](#) on Thu, 24 Jun 2004 18:57:39 GMT
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The Destroyer is fast, heavily armored, and can take on most Land, Air, and Sea threats it encounters. It uses stinger missiles that can easily knock down Aircraft, and lock onto Tanks close enough to the shore, while launching duel Depth Charges at Submarines.

The Destroyer will cost just \$1000 and can hold 1 person, the driver only.

The model was done by Sir Phoenixx, and the texture was made by Aircraftkiller.

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=2587>

Subject: Renegade Alert: Allied Destroyer
Posted by [KIRBY098](#) on Thu, 24 Jun 2004 19:04:53 GMT
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In Redalert they couldn't fire at anything other than subs and air units. Is this the case for your mod as well?

Subject: Renegade Alert: Allied Destroyer
Posted by [Deactivated](#) on Thu, 24 Jun 2004 19:09:37 GMT
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How about using the Soviet SAM texture?

Subject: Renegade Alert: Allied Destroyer
Posted by [PointlessAmblor](#) on Thu, 24 Jun 2004 19:16:13 GMT
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KIRBY098In Redalert they couldn't fire at anything other than subs and air units. Is this the case for your mod as well?

Not true, Destroyer missiles also could target ground units and buildings. It was by far the most well-rounded ship - good against buildings, decent against tanks, great against subs and air units.

Subject: Renegade Alert: Allied Destroyer
Posted by [rm5248](#) on Thu, 24 Jun 2004 19:16:50 GMT
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KIRBY098In Redalert they couldn't fire at anything other than subs and air units. Is this the case for your mod as well?

Uhhh... They can fire on ground units too.... I just used them today in Red Alert.

Subject: Renegade Alert: Allied Destroyer
Posted by [KIRBY098](#) on Thu, 24 Jun 2004 19:32:17 GMT
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My error.

That must be RA2 I am thinking about, then.

Subject: Renegade Alert: Allied Destroyer
Posted by [SuperFlyingEngi](#) on Thu, 24 Jun 2004 19:54:14 GMT
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Model looks great, but the window texture looks really ugly and out of place, in my opinion.

EDIT: Will depth charges come out of the missile launcher the way they come out of the cannon for the patrol boat?

Subject: Renegade Alert: Allied Destroyer
Posted by [shifty\[nash\]](#) on Thu, 24 Jun 2004 21:38:47 GMT
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hmm will people be able to walk on the boat? when you press E in renegade you stand next to your vehicle. when you press E in a boat you would fall into the deep sea and die :S

Subject: Renegade Alert: Allied Destroyer
Posted by [icedog90](#) on Thu, 24 Jun 2004 21:45:14 GMT
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shifty[nash]hmm will people be able to walk on the boat? when you press E in renegade you stand next to your vehicle. when you press E in a boat you would fall into the deep sea and die :S

You can't walk on it because of the world box. You can't walk on any unit that is moving.

Also, you don't press E. If you do press E while you're in the middle of the ocean, then you're retarded.

Sir Phoenixx and Aircraftkiller did a nice job on the Destroyer. I'm sure boats are really hard to model and texture.

Subject: Renegade Alert: Allied Destroyer
Posted by [Spice](#) on Thu, 24 Jun 2004 21:48:55 GMT
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Its better than that shitty gunboat And you can make the world box so you can walk on a vehicle while someone is driving. Its kinda forced though.

Subject: Renegade Alert: Allied Destroyer
Posted by [Sir Phoenixx](#) on Thu, 24 Jun 2004 23:52:37 GMT
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Shitty gunboat? There's literally nothing wrong with it.

Subject: Renegade Alert: Allied Destroyer
Posted by [Madtone](#) on Fri, 25 Jun 2004 00:15:26 GMT
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The texture isn't giving the model enough detail.

I think with a more detailed texture it would greatly improve the way it looks.

Try and define the lines more, add some darker parts to the texture along the metal like deep scratches and possibly some rust around places.

The wooden planks texture on deck seems quite low quality, maybe try scale the texture down a bit too, looks too large and looks stretched.

The model is fine, the texture just doesn't do it much justice.

Good job overall though guys, but room for improvement

Subject: Renegade Alert: Allied Destroyer
Posted by [Aircraftkiller](#) on Fri, 25 Jun 2004 00:25:36 GMT
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Why would a ship meant for combat come out of dock with huge scratches on its hull and a fucked

up looking exterior?

All ships HAVE to be maintained greatly, they rarely get left to rust and become buckets of crap.

The wood is fine. There isn't much that can be done with that when it pertains to the UV coordinates of it.

Subject: Renegade Alert: Allied Destroyer
Posted by [mahkra](#) on Fri, 25 Jun 2004 00:44:49 GMT
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ACK, you make a good point, but think back to your submarine -- why would anyone use a damaged propeller that cavitates in the water? That's a MUCH bigger problem than having some scratches on the hull...

You already made your submarine unrealistic just because you thought it looked better that way. So it's incredibly hypocritical for you to be saying this stuff.

Subject: Renegade Alert: Allied Destroyer
Posted by [Aircraftkiller](#) on Fri, 25 Jun 2004 00:51:39 GMT
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It's the 1960s in an alternate timeline, they haven't figured out how to reduce cavitation in water yet.

Subject: Renegade Alert: Allied Destroyer
Posted by [SuperFlyingEngi](#) on Fri, 25 Jun 2004 00:59:24 GMT
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Sir PhoenixxShitty gunboat? There's literally nothing wrong with it.

Dude, the gunboat looks good, but nothing is perfect. It looks fine, but it just seems sorta funny when you look at it from some angles. I'd give it an A-.

ACK, now that you're here, can you tell me whether or not the depth charges will come out of the Stinger launcher like depth charges come out of the turret in the gunboat?

Subject: Renegade Alert: Allied Destroyer
Posted by [Sir Phoenixx](#) on Fri, 25 Jun 2004 01:38:27 GMT
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I never said it was perfect, I said there was nothing wrong with it. Nearly everything on the

gunboat matches the references used to model them, the only thing I can see that's not right is the space between the cabin and the communications structure.

Subject: Renegade Alert: Allied Destroyer
Posted by [Renx](#) on Fri, 25 Jun 2004 03:01:33 GMT
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Are you sure he was referring to the RenAlert gunboat, and not the Renegade gunboat...?

Subject: Renegade Alert: Allied Destroyer
Posted by [Spice](#) on Fri, 25 Jun 2004 04:38:38 GMT
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RenxAre you sure he was referring to the RenAlert gunboat, and not the Renegade gunboat...?

Renalert Gunboat , And I shouldnt have used shitty and its not bad. Besides this isnt the place to discuss it.

The gunboat has rust on it by the way....

Subject: Renegade Alert: Allied Destroyer
Posted by [Ferhago](#) on Fri, 25 Jun 2004 06:19:25 GMT
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Question: In any naval unit, what happens when you press E when your not by land? And what if your not close enough and make a mistake thnking you are?

And forgive me if this has been answered already but how will subs surface and dive?

Subject: Renegade Alert: Allied Destroyer
Posted by [xptek_disabled](#) on Fri, 25 Jun 2004 06:22:39 GMT
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You'll die if you get out at sea.

The subs currently control like a very sluggish helicopter. They strafe too. Although that may be fixed.

Subject: Renegade Alert: Allied Destroyer
Posted by [Blazea58](#) on Fri, 25 Jun 2004 10:56:57 GMT

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By the way it looks here, half the people dont even know what pollygons are, and think there should be all these insane details that would be pointless to add to it.

If you want overly detailed stuff play battlefield veitnam, and have fun with your fps..
If you want to walk ontop of boat decks, find a different game to play cause it isnt gonna happen with renegade.

This is Ren Alert, not real life so you cant expect everything to look exactly how it does in Real life.

Think about it this way.. The less textures used , the better. There was only 3 1024 textures used from what i heard, but in the sence of having less textures id say it turned out very nice.

I find it very accurate to what he modelled it from, and the window textures i think are perfect.

Subject: Renegade Alert: Allied Destroyer
Posted by [Fabian](#) on Fri, 25 Jun 2004 14:05:26 GMT
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I didn't know they used to make boats out of concrete...must be that alternate timeline thing people were talking about.

There is room for a lot more detail with 3 1024 textures...

Subject: Renegade Alert: Allied Destroyer
Posted by [FalconxI](#) on Fri, 25 Jun 2004 14:19:28 GMT
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Actually they did make boats out of concrete in WWII, go look it up.

As for the destroyer it looks fine to me. Naval ships are scraped down for rust regularly to keep hull integrity at its peak. The only time they build up rust is sitting in mothballs.

The only slight detail I think would fit but is not neccessary is the camo pattern which British and US warships used durring WWII but again its not neccessary.

Naval ships try to attrack the LEAST amount of attention possible hence why they all tend to look like piles of grey metal with a door or window here or there.

Subject: Renegade Alert: Allied Destroyer
Posted by [Fabian](#) on Fri, 25 Jun 2004 16:07:24 GMT

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<http://www.concreteships.org/history/>

What a vast and detailed history they had--such a smart idea too.

The point was that that boat (i think) is supposed to have a metal hull. But this, along with almost all of ack's textures, looks like concrete.

Subject: Renegade Alert: Allied Destroyer
Posted by [Jaspah](#) on Fri, 25 Jun 2004 16:20:17 GMT

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Will the rotors on the bottom of the ship be rotating?

Subject: Renegade Alert: Allied Destroyer
Posted by [Renx](#) on Fri, 25 Jun 2004 16:42:33 GMT

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Yes

Subject: Renegade Alert: Allied Destroyer
Posted by [Aircraftkiller](#) on Fri, 25 Jun 2004 17:54:13 GMT

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I don't care if you think it looks like concrete, because it looks like it's made of heavy steel.

Subject: Renegade Alert: Allied Destroyer
Posted by [JVP](#) on Fri, 25 Jun 2004 19:21:21 GMT

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I think it looks like a cross between black/grey clouds and concrete

Subject: Renegade Alert: Allied Destroyer
Posted by [Aircraftkiller](#) on Fri, 25 Jun 2004 21:21:35 GMT

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Aircraftkiller! I don't care if you think it looks like concrete, because it looks like it's made of heavy steel.

Subject: Renegade Alert: Allied Destroyer
Posted by [Aircraftkiller](#) on Fri, 25 Jun 2004 22:46:36 GMT
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That's not what I do, you idiot. Nothing there is using any filter.

Subject: Renegade Alert: Allied Destroyer
Posted by [Ferhago](#) on Sun, 27 Jun 2004 12:19:46 GMT
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NeoXYour textures do need work because all you do is render clouds add some noise and bam!
and then lighten the edges add some rush ect.

You need to shut the fuck up. Your n00bish little "teehee ack got owned" thing in your sig is proof
enough of this.
