
Subject: Renegade Alert SAM Site
Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 04:54:41 GMT
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The Soviet SAM Site is a long range anti-aircraft base defense for the Soviet military. It is normally found placed in a typical Soviet triangular pattern for maximum sky coverage from Allied Longbow threats.

These are vital to defending your base. Only a few Longbows, once the SAM Sites are down, can take out the Tesla Coil(s) in your base.

The model and set of two textures were done by myself.

Subject: Renegade Alert SAM Site
Posted by [MrBob](#) on Sat, 03 Jul 2004 04:58:05 GMT
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Wow, it looks much better than the older version. Now that's what I call an improvement.

Subject: Renegade Alert SAM Site
Posted by [Hydra](#) on Sat, 03 Jul 2004 05:08:17 GMT
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"OMG T3H T3XTERS IST N0T T3H G3WD Y U N0 L3T DR4KBL4D DU TEH
TEXT3RS???"OMGLOLOL REBARN ROXX0RS!!!11!!!111!"

Just kidding. Looks great!

Subject: Renegade Alert SAM Site
Posted by [Stank900](#) on Sat, 03 Jul 2004 06:16:34 GMT
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ehhhh what is that meant to be cuz it is so ugly the cement is fine and around but the actual launcher it need better work on the model the skin is fine just the model needs a bit of a change

Subject: Renegade Alert SAM Site
Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 06:20:21 GMT
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It's a SAM Site from Red Alert, and it doesn't have a skin because it's not an animal with a flesh covering on it.

And please try to use punctuation so you don't look like such an idiot.

Subject: Renegade Alert SAM Site
Posted by [icedog90](#) on Sat, 03 Jul 2004 06:23:53 GMT
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He thinks the SAM Site is an animal.

Subject: Renegade Alert SAM Site
Posted by [Hydra](#) on Sat, 03 Jul 2004 06:25:55 GMT
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Stank900ehhhh what is that meant to be cuz it is so ugly the cement is fine and around but the actual launcher it need better work on the model the skin is fine just the model needs a bit of a change
English isn't your first language, is it?

Will the little doors over the missile tubes open and close with each subsequent volley and fire down the rows of missile tubes, or is something like that not possible?

Subject: Renegade Alert SAM Site
Posted by [Doitle](#) on Sat, 03 Jul 2004 06:31:51 GMT
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Aww the sam site thinks hes people... Down boy off the sofa. Don't shed hair all over the place.

Subject: Renegade Alert SAM Site
Posted by [icedog90](#) on Sat, 03 Jul 2004 06:34:16 GMT
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Lol... Thanks for the visual... We now know that Aircraftkiller's SAM Site is a dog.

Subject: Renegade Alert SAM Site
Posted by [Hydra](#) on Sat, 03 Jul 2004 06:44:52 GMT
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BA HA HA HA HA HA HA!!!!!! *takes deep breath* I don't get it...

Subject: Renegade Alert SAM Site
Posted by [bigjoe14](#) on Sat, 03 Jul 2004 07:08:42 GMT
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That's because it's not funny. Don't bother trying to figure it out.

Subject: Renegade Alert SAM Site
Posted by [Alkaline](#) on Sat, 03 Jul 2004 07:27:39 GMT
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Doitle

Aww the sam site thinks hes people... Down boy off the sofa. Don't shed hair all over the place.

umm lolwtf?

Subject: Renegade Alert SAM Site
Posted by [Xtrm2Matt](#) on Sat, 03 Jul 2004 07:58:07 GMT
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Good job ack

Subject: Renegade Alert SAM Site
Posted by [mahkra](#) on Sat, 03 Jul 2004 08:49:37 GMT
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Aircraftkiller!It's a SAM Site from Red Alert, and it doesn't have a skin because it's not an animal with a flesh covering on it.

And please try to use punctuation so you don't look like such an idiot.

Airplanes have skins too. Something doesn't have to be an animal to have a skin.

Subject: Renegade Alert SAM Site

Posted by [Hav0c](#) on Sat, 03 Jul 2004 10:00:35 GMT

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I like it, looks really nice, one thing about the base, the "feet" that come out on top of that metal texture, looks wrong somehow, maybe sharpen up that metal base texture so it doesn't look so blurry compared to the "feet"

Subject: Renegade Alert SAM Site

Posted by [Tesla7zap](#) on Sat, 03 Jul 2004 11:26:52 GMT

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Very nice!! Wow, looks amazing! I don't know if can wait three more weeks

By the way, will the Tesla Coils have sounds?

Subject: Renegade Alert SAM Site

Posted by [Cypher \[PCNC\]](#) on Sat, 03 Jul 2004 12:26:39 GMT

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DethHav0cI like it, looks really nice, one thing about the base, the "feet" that come out on top of that metal texture, looks wrong somehow, maybe sharpen up that metal base texture so it doesn't look so blurry compared to the "feet"

Exactly, the base looks out of place. The SAM texture and it's base are much to sharp in contrast with the cement base and lift. It sticks out that way. And I'm sure that's what that other guy meant, and you would have known it, had you not resolved to irrelevant and immature flaming.

Get with the program ACK, people call textures skins some times. Deal with it. And you knew damn well what he meant.

Subject: Renegade Alert SAM Site

Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 13:08:30 GMT

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Cypher [PCNC]DethHav0cI like it, looks really nice, one thing about the base, the "feet" that come out on top of that metal texture, looks wrong somehow, maybe sharpen up that metal base texture so it doesn't look so blurry compared to the "feet"

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Get with the program ACK, people call textures skins some times. Deal with it. And you knew damn well what he meant.

That's irrelevant, they aren't skins.

I wanted it to contrast so it's easier to spot when you're attacking it from above, it isn't exactly the largest thing in the game. You need to be able to target it with some relative ease because the thing will knock you out of the sky in a short period of time.

Quote:Airplanes have skins too. Something doesn't have to be an animal to have a skin.

The only reason that aircraft are referred to as having a skin is that they're literally covered with a metal skin.

3D models aren't covered with anything. They have no skin.

Subject: Renegade Alert SAM Site
Posted by [PiMuRho](#) on Sat, 03 Jul 2004 13:48:54 GMT
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They also have no texture in that case, because they're not physical objects. If you wanted to be absolutely correct, you'd say that you were applying a bitmap to the mesh.

Some people call it texturing, some people call it skinning (myself included). 99.9% of the gaming industry knows what "skinning" refers to, whether it's the absolute correct term or not. I think it's unlikely that you're going to change anyone's minds.

Subject: Renegade Alert SAM Site
Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 13:49:54 GMT
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Doesn't mean I can't try to correct injustice.

Subject: Renegade Alert SAM Site
Posted by [Cypher \[PCNC\]](#) on Sat, 03 Jul 2004 14:01:43 GMT
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The contrast is too sharp.
It is a coincidence that someone here took the time to cut out the SAM launcher itself and paste it on a sofa. That's the same kind of contrast (almost) that we see on the original.

Leave the SAM launcher's skin the same. But make the tripod (or whatever that is) gradually shift from the more blurry look of the lift to the sharpness of the launcher....
Or just make the whole thing look dirtier or... used.

Subject: Renegade Alert SAM Site
Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 14:05:29 GMT
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It already is. Try looking at it with more than a cursory glance.

Subject: Renegade Alert SAM Site
Posted by [npsmith82](#) on Sat, 03 Jul 2004 14:06:39 GMT
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AircraftkillerCypher [PCNC]DethHav0cl like it, looks really nice, one thing about the base, the "feet" that come out on top of that metal texture, looks wrong somehow, maybe sharpen up that metal base texture so it doesn't look so blurry compared to the "feet"

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Quote:Airplanes have skins too. Something doesn't have to be an animal to have a skin.

The only reason that aircraft are referred to as having a skin is that they're literally covered with a metal skin.

3D models aren't covered with anything. They have no skin. However ACK, in this case you can clearly see that the Sam site itself has metal armor plating rivetted around it's surfaces. Therefore, skin.

Subject: Renegade Alert SAM Site
Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 14:09:03 GMT
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If it were a real object, yeah, it'd have a skin in that instance. Yet it's not, so it's not a skin.

Subject: Renegade Alert SAM Site
Posted by [Ferhago](#) on Sat, 03 Jul 2004 16:16:58 GMT

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NeoX Owned!

Every time you post owned im going to post this.

You do not have speaking privileges if you can do nothing but giggle "owned" in every thread and post you make by saying it or by your sig

Subject: Renegade Alert SAM Site
Posted by [Tesla7zap](#) on Sat, 03 Jul 2004 16:48:54 GMT
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I can't see why it matters whether it being a skin or not. Aren't there more "important" stuff to talk about?

Subject: Renegade Alert SAM Site
Posted by [smwScott](#) on Sat, 03 Jul 2004 17:07:56 GMT
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Well, the new skin is better than the old one, but I don't see why it was necessary. Anyway, decent job on it.

Subject: Renegade Alert SAM Site
Posted by [Stank900](#) on Sat, 03 Jul 2004 17:51:56 GMT
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hydra1945
English isn't your first language, is it?

no Afrikaans is then Zulu and then English last but u are dumb to call it "skin" i didnt mean the animal skin i meant the other skin :rolleyes:

Subject: Renegade Alert SAM Site
Posted by [SuperFlyingEngi](#) on Sat, 03 Jul 2004 18:33:53 GMT
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The SAM Site looks awesome - will it have any animation involving the missile covers opening and/or closing as it fires?

And if people want to call textures skins, why not let them? It's highly irrelevant as long as you know what they're saying...This is just like that Nod not NOD thing. Who cares anyway?

Subject: Renegade Alert SAM Site
Posted by [Deactivated](#) on Sat, 03 Jul 2004 19:10:29 GMT
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SuperFlyingEngi Who cares anyway?

Mr. Holmes does.

Subject: Renegade Alert SAM Site
Posted by [SuperFlyingEngi](#) on Sat, 03 Jul 2004 19:49:18 GMT
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Well, yeah, besides that...

Subject: Renegade Alert SAM Site
Posted by [PointlessAmbler](#) on Sat, 03 Jul 2004 21:02:44 GMT
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You, NeoX, are a retard, pure and simple.

Subject: Renegade Alert SAM Site
Posted by [SuperFlyingEngi](#) on Sat, 03 Jul 2004 21:04:03 GMT
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My thoughts exactly.

Subject: Renegade Alert SAM Site
Posted by [mahkra](#) on Sat, 03 Jul 2004 22:11:43 GMT
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AircraftkillerThe only reason that aircraft are referred to as having a skin is that they're literally covered with a metal skin. Actually, the skin isn't always metal. Back in the day, it was usually laminated wood. And while aluminum alloy skins are the most common nowadays, there are many other skin materials: titanium, Inconel-X (a chrome-nickel alloy used on the X-15 because of its strength at high temperatures), carbon/epoxy, and fiberglass (which happens to be radio-transparent), to name a few. And composites are stronger, lighter, and more durable than aluminum, so it's only a matter of time before metal-skinned aircraft are obsolete.

Aircraftkiller3D models aren't covered with anything. They have no skin. I thought 3D models were covered with a "texture".... isn't a "texture" something?

Subject: Renegade Alert SAM Site
Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 22:38:56 GMT
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They aren't covered by anything. The texture is the bitmap each polygon displays, think of it as something similar to Star Trek's Holodeck, it's just a box (polygons) but it can display anything you want.

Subject: Renegade Alert SAM Site
Posted by [mahkra](#) on Sat, 03 Jul 2004 22:45:37 GMT
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AircraftkillerThey aren't covered by anything. The texture is the bitmap each polygon displays, think of it as something similar to Star Trek's Holodeck, it's just a box (polygons) but it can display anything you want.

But doesn't the bitmap follow the surface of the polygon? If that's how it works, then one could say that the polygon is covered by the bitmap.

Subject: Renegade Alert SAM Site
Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 22:47:25 GMT
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If it were a separate object overlaid with the texture on it, then it would be a virtual skin.

It has none, so it has no skin.

Subject: Renegade Alert SAM Site
Posted by [SuperFlyingEngi](#) on Sat, 03 Jul 2004 23:12:35 GMT
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But skin is just a word multitudes of people have come to use to describe textures! Why do you even care?

Subject: Renegade Alert SAM Site
Posted by [Ferhago](#) on Sat, 03 Jul 2004 23:32:45 GMT

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Because its wrong.

The same way calling a cheater a hacker is wrong. They did no hacking yet we call them hackers. Its wrong

Subject: Renegade Alert SAM Site
Posted by [MrBob](#) on Sun, 04 Jul 2004 01:39:05 GMT
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It's cracker, not hacker!

Subject: Renegade Alert SAM Site
Posted by [Fabian](#) on Sun, 04 Jul 2004 01:50:42 GMT
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FerhagoBecause its wrong.

The same way calling a cheater a hacker is wrong. They did no hacking yet we call them hackers. Its wrong

No. Calling a person a cheater refers to one thing, while calling a person a hacker refers to another thing. Contrastingly, both "texture" and "skin" refer to the same thing. "Skin" is shorter and more appropriate for online chat and forum posting. Except some people are so anal and want attention that they go on useless one man crusades to get everyone else to say "texture" instead of "skin". But of course, no one on these forums are that stupid.

In fact, if one were to try and correct someone when they said "skin". They would be clearly demonstrating that they knew what was meant.

Subject: Renegade Alert SAM Site
Posted by [mahkra](#) on Sun, 04 Jul 2004 02:24:43 GMT
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Actually, "skin" and "texture" are two different things. A skin is something that changes the look of an entire program (think of winamp or windows media player skins).

"Skin" is used VERY commonly in place of "texture" though, and not just on these forums. And words are defined through common usage -- if a word is used enough with a new meaning, it will eventually acquire that meaning. That's why dictionaries are revised so often.

Personally, I figure it shouldn't matter if someone says "skin" instead of "texture" because everyone knows what it means. But the two words don't technically mean the same thing. (At

least, not yet...) So ACK *IS* right when he corrects people. Still, ACK makes so many mistakes in his own writing that it's pretty stupid for him to be correcting other people. (And the only reason I mention him specifically is that I don't think anyone else actually bothers to correct people when they use the term "skin" incorrectly.)

Subject: Renegade Alert SAM Site
Posted by [Aircraftkiller](#) on Sun, 04 Jul 2004 04:46:00 GMT
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The last time I checked, there wasn't a requirement called "You must attain perfection before correcting others in the usage of the English language."

The way I see it: At least someone is trying to combat the slow descent into apathy concerning English in our society. Maybe you don't care that "such and such means this or that," but that's not going to prevent people from mashing together all sorts of words that have absolutely no business being correlated.

Subject: Renegade Alert SAM Site
Posted by [Deathgod](#) on Sun, 04 Jul 2004 04:51:32 GMT
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Correct your own problems before trying to teach others the proper path, otherwise you're passing on the wrong way.

Subject: Renegade Alert SAM Site
Posted by [Doitle](#) on Sun, 04 Jul 2004 04:58:20 GMT
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Quote:It's cracker, not hacker!
It's not cracker, it's OMGFCH3@+0|2

Cracker's what us whiteys get called when we visit cabrini green. lol

Subject: Renegade Alert SAM Site
Posted by [Aircraftkiller](#) on Sun, 04 Jul 2004 05:26:02 GMT
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DeathgodCorrect your own problems before trying to teach others the proper path, otherwise you're passing on the wrong way.

Too bad that's impossible, since you cannot be flawless in anything. Even English teachers make mistakes, yet they still teach how to write and speak the language.

Subject: Renegade Alert SAM Site
Posted by [Deathgod](#) on Sun, 04 Jul 2004 05:28:17 GMT
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Perhaps it could be the schools where you live. My teachers were perfect.

Subject: Renegade Alert SAM Site
Posted by [Aircraftkiller](#) on Sun, 04 Jul 2004 05:36:56 GMT
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:rolleyes:

Subject: Renegade Alert SAM Site
Posted by [SuperFlyingEngi](#) on Sun, 04 Jul 2004 15:30:25 GMT
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AircraftkillerThe way I see it: At least someone is trying to combat the slow descent into apathy concerning English in our society. Maybe you don't care that "such and such means this or that," but that's not going to prevent people from mashing together all sorts of words that have absolutely no business being correlated.

...texture and skin don't have no business being correlated, though...Where textures appear to cover objects to the human eye, what do skins appear to do according to the human eye? cover objects.

Subject: Renegade Alert SAM Site
Posted by [Aircraftkiller](#) on Sun, 04 Jul 2004 16:45:05 GMT
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You just agreed with me by using a double negative.

Subject: Renegade Alert SAM Site
Posted by [SuperFlyingEngi](#) on Sun, 04 Jul 2004 18:29:46 GMT
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...But if two negatives equal a positive, and you take both of those negatives out, then I said; "texture[s] and skin[s] have business being correlated, though."

So I didn't agree with you, unless you're using non-english...Or is there some random rule that I don't know about?

Subject: Renegade Alert SAM Site
Posted by [Doitle](#) on Sun, 04 Jul 2004 18:51:57 GMT
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Such arguing is Double Plus Ungood

Subject: Renegade Alert SAM Site
Posted by [PointlessAmbler](#) on Sun, 04 Jul 2004 18:53:00 GMT
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Hooray for 1984!

Subject: Renegade Alert SAM Site
Posted by [mahkra](#) on Sun, 04 Jul 2004 22:43:24 GMT
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AircraftkillerThe last time I checked, there wasn't a requirement called "You must attain perfection before correcting others

Matthew 7:1-51 "Judge not, that you be not judged. 2 For with the judgment you pronounce you will be judged, and the measure you give will be the measure you get. 3 Why do you see the speck that is in your brother's eye, but do not notice the log that is in your own eye? 4 Or how can you say to your brother, 'Let me take the speck out of your eye,' when there is the log in your own eye? 5 You hypocrite, first take the log out of your own eye, and then you will see clearly to take the speck out of your brother's eye.ACK, all I'm saying is that you should spend a little more time proofreading your own posts if you're going to nitpick so much about anyone else's typos or misused words.
