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Subject: Renegade Alert Allied Longbow  
Posted by [Aircraftkiller](#) on Mon, 30 Aug 2004 07:00:42 GMT  
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The Longbow is the only aircraft the Allies have available to them. Supplied to the Allies by the Boeing Corporation, and authorized by the United States Congress and the Lend-Lease act, the Longbow provides excellent fire support for other US supplied Allied ground forces.

Used in tandem, these helicopters not only take a big beating - they also deal one out, too. Use them in wolfpacks of three to four Longbows and take down enemy Ore Trucks, Mammoth Tanks, and Tesla Coils.

The two 1024x texture maps were done by myself, and the model was done by Sir Phoenixx.

Official WS rendering:

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Subject: Renegade Alert Allied Longbow  
Posted by [Alkaline](#) on Mon, 30 Aug 2004 07:03:35 GMT  
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looks like its made out of foam, like toy helicopter.  
texture is not that good...

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Subject: Renegade Alert Allied Longbow  
Posted by [Aircraftkiller](#) on Mon, 30 Aug 2004 07:16:13 GMT  
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Foam, WTF? It looks like steel. Take that up with Boeing, since I used their Longbow Apache as a reference to paint it. I honestly believe you don't even have a problem with it. If I had said someone else made it, you would be praising it. :rolleyes:

Guess that's all foam too...

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Subject: Renegade Alert Allied Longbow  
Posted by [icedog90](#) on Mon, 30 Aug 2004 07:24:46 GMT  
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That's because it doesn't suck. He randomly chose "foam" thinking about how you call Renardin's work "tonka toys."

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Subject: Renegade Alert Allied Longbow  
Posted by [sniper12345](#) on Mon, 30 Aug 2004 08:06:48 GMT  
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It sucks major ass, especially the windows, why isn't Darkblade doing the textures/skins anymore?

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Subject: Renegade Alert Allied Longbow  
Posted by [Javaxcx](#) on Mon, 30 Aug 2004 08:11:53 GMT  
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Now I'm guessing that the apparatus at the top is some kind of radar system that was made standard (I could be wrong, I don't pay much attention to helicopters) after some of those pictures.

The texture is excellent. Excellent notice to detail and other important aspects. Good work.

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Subject: Renegade Alert Allied Longbow  
Posted by [NHJ BV](#) on Mon, 30 Aug 2004 08:26:23 GMT  
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I must say the second photograph of the thing looks a bit foamy, but I like the model fine. On the WW render one of the things is being hit by a Tesla Coil, which they couldn't in Red Alert. However, in RenAlert sometimes the helicopters fly very low over the ground, which looks silly when there's a Tesla Coil next to them. Will the Tesla Coils in RenAlert be able to hit helicopters, if they fly low enough?

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Subject: Renegade Alert Allied Longbow  
Posted by [spoonyrat](#) on Mon, 30 Aug 2004 08:44:14 GMT  
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You may as well ask "If I drive my tank up this ridge, will the SAM Site shoot me?" (uhh.... Ridge

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War?)

Actually, it's not such a bad question

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Subject: Renegade Alert Allied Longbow  
Posted by [WNxCABAL](#) on Mon, 30 Aug 2004 09:19:58 GMT  
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I could of sworn I seen that before:

Cough, Kitech called, they want their toys back!

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Subject: Renegade Alert Allied Longbow  
Posted by [Renx](#) on Mon, 30 Aug 2004 10:14:23 GMT  
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Wow, you found a toy Longbow, too bad besides that it has no fucking resemblance to ours what so ever.

You guys amaze me, "foam," lol. What's next? "OMG ur radar jammer luks like scissors!!!"

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Subject: Renegade Alert Allied Longbow  
Posted by [WNxCABAL](#) on Mon, 30 Aug 2004 11:25:44 GMT  
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lol

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Subject: Renegade Alert Allied Longbow  
Posted by [m1a1\\_abrams](#) on Mon, 30 Aug 2004 11:56:15 GMT  
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RenxWow, you found a toy Longbow, too bad besides that it has no fucking resemblance to ours what so ever.

You guys amaze me, "foam," lol. What's next? "OMG ur radar jammer luks like scissors!!!"

Yeah, amazing. I can't remember anyone saying something like that before. Come off it, you guys deserve some of the criticism you've been getting for the way you reply to anything Renardin

posts about Reborn. There's no attempt to be constructive and absolutely no respect for the fact that quite a lot of work will have gone into whatever the Reborn guys have made. All that you're getting is a taste of your own medicine and guess what... you don't like it. That should tell you something about treating others the way you wish to be treated yourself.

On a side note, it seems to me that one of the requirements for joining the RenAlert team these days is to start acting like a complete asshole on the forums.

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Subject: Renegade Alert Allied Longbow  
Posted by [cheesesoda](#) on Mon, 30 Aug 2004 12:11:50 GMT  
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The only difference between AK saying that Renardin's work look like tonka toys and others saying AK's work looks like foam is that Renardin's work DO look like Tonka toys.

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Subject: Renegade Alert Allied Longbow  
Posted by [Alkaline](#) on Mon, 30 Aug 2004 15:19:03 GMT  
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AircraftkillerFoam, WTF? It looks like steel. Take that up with Boeing, since I used their Longbow Apache as a reference to paint it. I honestly believe you don't even have a problem with it. If I had said someone else made it, you would be praising it. :rolleyes:

Guess that's all foam too...

well I have a model helicopter, the texture looks like it.. it gives it a toy look, maybe texture is too light, or maybe in comparasion to the other textures for renealert this looks kinda toyish.

anyway, the model is good, but texture needs some fixing...

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Subject: Renegade Alert Allied Longbow  
Posted by [Renx](#) on Mon, 30 Aug 2004 15:46:41 GMT  
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m1a1\_abramsRenxWow, you found a toy Longbow, too bad besides that it has no fucking resemblance to ours what so ever.

You guys amaze me, "foam," lol. What's next? "OMG ur radar jammer luks like scissors!!!"

Yeah, amazing. I can't remember anyone saying something like that before. Come off it, you guys deserve some of the criticism you've been getting for the way you reply to anything Renardin posts about Reborn. There's no attempt to be constructive and absolutely no respect for the fact that quite a lot of work will have gone into whatever the Reborn guys have made. All that you're getting is a taste of your own medicine and guess what... you don't like it. That should tell you something about treating others the way you wish to be treated yourself.

On a side note, it seems to me that one of the requirements for joining the RenAlert team these days is to start acting like a complete asshole on the forums.

The way renardin gets treated has nothing to do with how our models and textures look.

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Subject: Renegade Alert Allied Longbow  
Posted by [Aircraftkiller](#) on Mon, 30 Aug 2004 16:51:04 GMT  
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m1a1\_abramsRenxWow, you found a toy Longbow, too bad besides that it has no fucking resemblance to ours what so ever.

You guys amaze me, "foam," lol. What's next? "OMG ur radar jammer luks like scissors!!!"

Yeah, amazing. I can't remember anyone saying something like that before. Come off it, you guys deserve some of the criticism you've been getting for the way you reply to anything Renardin posts about Reborn. There's no attempt to be constructive and absolutely no respect for the fact that quite a lot of work will have gone into whatever the Reborn guys have made. All that you're getting is a taste of your own medicine and guess what... you don't like it. That should tell you something about treating others the way you wish to be treated yourself.

On a side note, it seems to me that one of the requirements for joining the RenAlert team these days is to start acting like a complete asshole on the forums.

So if we go around telling people our honest beliefs, we should expect them to whine and complain and lie just to get back at someone for what they said earlier? "Oh no, don't tell the truth, they'll just do the exact opposite with you!!!" :rolleyes:

Retardin's work looks like plastic, I continually tell him why it does and how to fix it and like usual, they never do anything about it. I take the criticism I heard before and used it to make this, which took about 12 hours of work over three days creating a very lifelike vehicle imitation.

The Longbow in reality even has a sort of toyish appearance to it. Why? It's painted in dull olive drab, standard military paint schemes. It holds down the glare of the steel components and makes it a little less easy to spot in the sky, or in a forest clearing while it uses trees for cover.

Mine is meant to emulate this, along with a quick paint over some dirty burned areas from the

engine exhaust.

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Subject: Renegade Alert Allied Longbow  
Posted by [Vitaminous](#) on Mon, 30 Aug 2004 17:52:47 GMT  
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How could you spend 12 hours working on this?

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Subject: Renegade Alert Allied Longbow  
Posted by [Deactivated](#) on Mon, 30 Aug 2004 18:16:05 GMT  
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The texture would be ok if you were using a game engine with advanced lighting capabilities. You could just paint a monotone colour and the engine would do all the shading. But Renegade's engine can't do that.

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Subject: Renegade Alert Allied Longbow  
Posted by [Aircraftkiller](#) on Mon, 30 Aug 2004 18:45:51 GMT  
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How did I spend twelve hours on it? I don't know, but if that's some sort of knock at how long it takes me to do things, just remember that your "MetalWrench" Ranger looks like garbage and has little artistic value or relevance to any real vehicle.

I made sure every detail came out properly with the Longbow and that is why it took so long. Perhaps instead of asking me why it took twelve hours, ask yourself why your own work looks like ass when it only takes you 30-40 minutes?

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Subject: Renegade Alert Allied Longbow  
Posted by [Vitaminous](#) on Mon, 30 Aug 2004 18:48:18 GMT  
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It took way more time than you think it did, but at least my basic metal wasn't made with a bunch of filters, not to mention that I didn't even have access to the UVW map of the Original Ranger. I have to agree tho, it needs a lot more work.

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Subject: Renegade Alert Allied Longbow  
Posted by [smwScott](#) on Mon, 30 Aug 2004 18:56:47 GMT

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The model is good, but the main body of the skin is sort of substandard. It's acceptable by Renegade standards, but most of the Ren Alert vehicles look much better than this. I hate to fall into the category of the people who say "It looks like foam" or "It looks like plastic," but it doesn't look like steel. The attention to detail is nice, but overall the skin doesn't give off a very convincing look.

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Subject: Renegade Alert Allied Longbow  
Posted by [Deactivated](#) on Mon, 30 Aug 2004 18:57:28 GMT

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Instead of concrerating on tiny bits, you should work on the base which actually makes it look real. You can't stick bricks on a tiny nail. You need a better base to place the bricks on.

Another example: You construct a F-18 Hornet and put all kinds of gizmos to it , but you forgot the most important thing: the engine which actually makes it work.

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Subject: Renegade Alert Allied Longbow  
Posted by [spoonyrat](#) on Mon, 30 Aug 2004 18:59:26 GMT

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Page two.

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Subject: Renegade Alert Allied Longbow  
Posted by [Weirdo](#) on Mon, 30 Aug 2004 20:41:37 GMT

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hmmm, I knew <http://www.cncreborn.com> was a link to the renalert site. But it seem Reborn has taken revenge, <http://www.renalert.com> is now actually the Reborn site.

Edit: oh, I see it has already been posted on the RenAlert site.

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Subject: Renegade Alert Allied Longbow  
Posted by [smwScott](#) on Mon, 30 Aug 2004 20:58:02 GMT

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Haha, that's classic. These people deserve each other.

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Subject: Renegade Alert Allied Longbow

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Posted by [Aircraftkiller](#) on Mon, 30 Aug 2004 21:14:42 GMT

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You're an idiot NeoX.

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Subject: Renegade Alert Allied Longbow

Posted by [bigejoe14](#) on Mon, 30 Aug 2004 21:52:37 GMT

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Yea NeoX, you are an idiot. Even my emoticon says you're an idiot.

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Subject: Renegade Alert Allied Longbow

Posted by [bigejoe14](#) on Mon, 30 Aug 2004 21:54:45 GMT

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Just finished eating a bologna sandwich. Next insult please.

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