
Subject: Renegade Alert Medium Tank

Posted by [Aircraftkiller](#) on Thu, 30 Sep 2004 06:16:36 GMT

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The Allied Medium Tank, initially given to the Allies through the Lend Lease program (authorized by the United States Congress), is the mainstay of Allied armor divisions.

It has strong armor, a powerful cannon, and is faster than the Soviet Heavy Tank - making it the best all around vehicle in the game.

Used in groups, the Medium Tank can absorb fire and dish it out equally well. Use them to your advantage for quick, decisive attacks with Artillery and Light Tanks backing you up.

Vehicle geometry was created and upgraded by Sir Phoenixx. The two texture maps are my work.

References:

Subject: Renegade Alert Medium Tank

Posted by [Spice](#) on Thu, 30 Sep 2004 07:46:57 GMT

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Wow that texture rocks. The model is great too. Excellent work , even though there are no bolts.

Subject: Renegade Alert Medium Tank

Posted by [imperfect3D](#) on Thu, 30 Sep 2004 07:50:13 GMT

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Looks very nice. :sly:

Subject: Renegade Alert Medium Tank
Posted by [Pendulum](#) on Thu, 30 Sep 2004 08:16:51 GMT
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the rusted areas look good, but the areas without any rust look, as you would say, like plastic

Subject: Renegade Alert Medium Tank
Posted by [Spice](#) on Thu, 30 Sep 2004 08:56:05 GMT
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Pendulumthe rusted areas look good, but the areas without any rust look, as you would say, like plastic

No , No they don't. You are obviously trying to stir up trouble , Stop.

Subject: Renegade Alert Medium Tank
Posted by [bigwig992](#) on Thu, 30 Sep 2004 09:28:45 GMT
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That is amazing.

Subject: Renegade Alert Medium Tank
Posted by [Renardin6](#) on Thu, 30 Sep 2004 09:58:55 GMT
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nice model, very good texture.

Subject: Renegade Alert Medium Tank
Posted by [Pendulum](#) on Thu, 30 Sep 2004 11:23:05 GMT
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Im not trying to stir up trouble, Im saying my opinion, everyone is entitled to do that apparently so leave it at that

Subject: Renegade Alert Medium Tank
Posted by [Naamloos](#) on Thu, 30 Sep 2004 11:40:19 GMT
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I have to agree with Pendulum a little, some parts don't look to good with the rest of the texture. They need a little more work, then this tank will be PERFECT.

Subject: Renegade Alert Medium Tank
Posted by [Sir Phoenixx](#) on Thu, 30 Sep 2004 11:52:24 GMT
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EXdeath7Excellent work , even though there are no bolts.

So, it being more accurate to the real tank is somehow bad?

Subject: Renegade Alert Medium Tank
Posted by [Renx](#) on Thu, 30 Sep 2004 13:49:16 GMT
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I for one, fucking love it.

Subject: Renegade Alert Medium Tank
Posted by [flyingfox](#) on Thu, 30 Sep 2004 14:31:46 GMT
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good work, but the very thin parts are going to look like shit on a low resolution. You can see the distortion on most of the pictures on the antennae. renegade doesn't do it right, it splits things into little segments with jagged edges.

<http://www.n00bstories.com/image.fetch.php?id=1194113452>

Subject: Renegade Alert Medium Tank
Posted by [Havoc 89](#) on Thu, 30 Sep 2004 14:44:48 GMT
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looks awesome.

Way to go you guys, keep up the kick ass work.

I look forward to play the next version.

Subject: Renegade Alert Medium Tank
Posted by [SuperFlyingEngi](#) on Thu, 30 Sep 2004 19:15:44 GMT
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Wow, that is an awesome model and texture!

However, I think you over-did it a bit on the rust, and the greenish bags on the back look kinda bad where they meet the rest of the tank. I would suggest removing them because they don't look

very good, and real sandbags would take up a load of polys. Maybe in Half-Life 2, but not here.

Other than that, keep up the great work!

Subject: Renegade Alert Medium Tank
Posted by [PiMuRho](#) on Thu, 30 Sep 2004 20:05:06 GMT
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The amount of polygons used is a function of the hardware, not the engine (unless some crazy fool programmed a hard limit on visible polygons)

The Renegade engine can handle just as many polys as HL2. However, it's what you can do with them that makes the difference between the two engines.

Subject: Renegade Alert Medium Tank
Posted by [Aircraftkiller](#) on Thu, 30 Sep 2004 20:17:53 GMT
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They aren't sandbags, they're tents that are rolled into storage and stowed away on the tank itself. Most tanks carry sleeping equipment for their crews.

Subject: Renegade Alert Medium Tank
Posted by [SuperFlyingEngi](#) on Thu, 30 Sep 2004 20:26:04 GMT
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They look like sandbags in the first reference image, although what they are is entirely irrelevant to my point...

Mebags on the back look kinda bad where they meet the rest of the tank. I would suggest removing them because they don't look very good

Subject: Renegade Alert Medium Tank
Posted by [Dan](#) on Thu, 30 Sep 2004 20:37:46 GMT
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Those straps on the tent are thin right? I cant really see them from an angle that they look thin, as most of the images are from a top angle and they look a bit like metal bars.

Good job with the tent idea! The Allies now have proper equipment for camping outside the Soviet base =D

Also, are those smoke grenade launchers on the side of the turret? It looks like they have a lens

or something on the end of it?

Subject: Renegade Alert Medium Tank

Posted by [Aircraftkiller](#) on Thu, 30 Sep 2004 21:20:25 GMT

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Yes, those are smoke grenade launchers. The grenades are showing, white capped grenades.

Subject: Renegade Alert Medium Tank

Posted by [Vitaminous](#) on Thu, 30 Sep 2004 23:09:36 GMT

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flyingfoxgood work, but the very thin parts are going to look like shit on a low resolution. You can see the distortion on most of the pictures on the antennae. renegade doesn't do it right, it splits things into little segments with jagged edges.

<http://www.n00bstories.com/image.fetch.php?id=1194113452>

Video card that supports anti-aliasing > that.

Subject: Renegade Alert Medium Tank

Posted by [YSLMuffins](#) on Thu, 30 Sep 2004 23:38:48 GMT

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I'm loving it. :thumbsup:

I have a question, though--why does the turret have wheels on the rear left and right sides? Spare wheels? (!)

Subject: Renegade Alert Medium Tank

Posted by [_ToXiN_](#) on Thu, 30 Sep 2004 23:52:38 GMT

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Yup, looks great.

And those are spare road-wheels, Usually you don't see many tanks fitted with spare ones of those since they are a bitch to change. usually you just see spare strips of tread which are also a bitch to change, but either way.

Those are spare road wheels, for when you have a nasty encounter with a commie heavy tank or one of your own mines! Spare wheels! Good for me! good for you! ...Not so good for the enemy.

Subject: Renegade Alert Medium Tank
Posted by [Slash0x](#) on Fri, 01 Oct 2004 03:45:41 GMT
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I think the texture is great. A+++++

The storage bags look like they are actually what they are supposed to be and the details are put in effect with the texture, without adding polies to the model. :thumbsup:

Subject: Renegade Alert Medium Tank
Posted by [sniper12345](#) on Sat, 02 Oct 2004 03:57:30 GMT
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Pendulum the rusted areas look good, but the areas without any rust look, as you would say, like plastic

Yea, I agree. And no I'm not trying to stir up trouble either.

Subject: Renegade Alert Medium Tank
Posted by [Aircraftkiller](#) on Sat, 02 Oct 2004 04:06:56 GMT
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I have a hard time believing that considering 95% of your posts are meant to start a fight with someone.

Subject: Renegade Alert Medium Tank
Posted by [icedog90](#) on Sat, 02 Oct 2004 04:21:43 GMT
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Aprimeflyingfox good work, but the very thin parts are going to look like shit on a low resolution. You can see the distortion on most of the pictures on the antennae. renegade doesn't do it right, it splits things into little segments with jagged edges.

<http://www.n00bstories.com/image.fetch.php?id=1194113452>

Video card that supports anti-aliasing > that.

All video cards support it. It's a matter of how well your computer can handle Anti-Aliasing.

Subject: Renegade Alert Medium Tank
Posted by [Vitaminous](#) on Sat, 02 Oct 2004 04:23:43 GMT
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Thank you for correcting me.

Subject: Renegade Alert Medium Tank

Posted by [sniper12345](#) on Sat, 02 Oct 2004 15:08:40 GMT

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AircraftkillerI have a hard time believing that considering 95% of your posts are meant to start a fight with someone.

Yea, making statements without solid proof to back it up is a great way to start a fight.

Subject: Renegade Alert Medium Tank

Posted by [Dan](#) on Sat, 02 Oct 2004 15:51:31 GMT

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I think the areas that dont have rust on look like plastic/concrete too, but I only see it when I am looking at it specifically and not paying attention to the rust, but the rust and paint corrosion makes it believably painted metal.

Also, are those two objects either side of the rear tent, just above the lights bolts? The look oversized to me. If they aren't bolts, what are they?

And lastly, the muzzle on the barrel should be placed along the barrel a bit more, from looking at the references.

Overall, nice model!

Subject: Renegade Alert Medium Tank

Posted by [Sir Phoenixx](#) on Sat, 02 Oct 2004 16:32:50 GMT

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Quote:Also, are those two objects either side of the rear tent, just above the lights bolts? The look oversized to me. If they aren't bolts, what are they?

It doesn't matter what they are, only that they match the references/real thing.

Quote:And lastly, the muzzle on the barrel should be placed along the barrel a bit more, from looking at the references.

What?

Subject: Renegade Alert Medium Tank

Posted by [Dan](#) on Sat, 02 Oct 2004 20:05:34 GMT

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Sir PhoenixxQuote:Also, are those two objects either side of the rear tent, just above the lights bolts? The look oversized to me. If they aren't bolts, what are they?

It doesn't matter what they are, only that they match the references/real thing.

Quote:And lastly, the muzzle on the barrel should be placed along the barrel a bit more, from looking at the references.

What?

I wasnt criticizing anything about the Tank at all, I was just asking if they were bolts or not.

And I cant remember what it was called, I thought it was called a muzzle or something. I was talking about that fat thing on the barrel, in the references, it is about halfway down the barrel but on the model its closer towards the turret. I was just pointing it out =|

Subject: Renegade Alert Medium Tank

Posted by [Hav0c](#) on Sat, 02 Oct 2004 20:18:54 GMT

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He means the big Tube that surrounds the barrel. its closer to the Tank on the model, than in the render.

Subject: Renegade Alert Medium Tank

Posted by [Sir Phoenixx](#) on Sat, 02 Oct 2004 20:25:12 GMT

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The muzzle is the end of the barrel where the projectile comes out of.

Subject: Renegade Alert Medium Tank

Posted by [Dan](#) on Sat, 02 Oct 2004 20:35:23 GMT

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Oh right! Out of curiosity, what is the "big Tube that surrounds the barrel"?

Subject: Renegade Alert Medium Tank

Posted by [Aircraftkiller](#) on Sat, 02 Oct 2004 23:31:23 GMT

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Gas suppressant.

Subject: Renegade Alert Medium Tank
Posted by [Dan](#) on Sun, 03 Oct 2004 09:58:29 GMT

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Ah, thank you!

Subject: Renegade Alert Medium Tank
Posted by [Matrixnut42](#) on Wed, 06 Oct 2004 20:31:20 GMT

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Eh?

I thought it was the Bore Evacuator?

Subject: Renegade Alert Medium Tank
Posted by [Sir Phoenixx](#) on Thu, 07 Oct 2004 02:09:21 GMT

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<http://www.eng.rpi.edu/mane/lightcraft/Research/BoreEvacuator/bedescription.html>

Quote:Bore evacuators are ejector pumps mounted on cannon to remove propellant gases from the barrel after firing.

To suppress is to reduce or put an end to, so it's the same thing, just a different name.
