
Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Aircraftkiller](#) on Fri, 10 Dec 2004 21:28:51 GMT
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<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=5456&st=0&#entry107891>

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Jecht](#) on Fri, 10 Dec 2004 21:34:43 GMT
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very pretty

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Renardin6](#) on Fri, 10 Dec 2004 21:44:07 GMT
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... <http://www.halfife2.net> ... is a place for posting that. I hope you do it.

Nice one anyway.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [idebo](#) on Fri, 10 Dec 2004 21:47:48 GMT
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Renardin6... <http://www.halfife2.net> ... is a place for posting that. I hope you do it.

Nice one anyway.
Yea, why is that posted here?

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Aircraftkiller](#) on Fri, 10 Dec 2004 21:48:26 GMT
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Because I want people here to know about it, since it pertains to C&C? I figured it was obvious, but here we are.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [SuperFlyingEngi](#) on Fri, 10 Dec 2004 21:56:07 GMT
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Nice textures.

And yeah, keep the updates coming on these forums. It's a mod related to the CnC universe, so why not?

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Panther](#) on Fri, 10 Dec 2004 22:03:21 GMT
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If we want to get technical, these are the renegade forums NOT the cnc forums.

I don't really care either way.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Aircraftkiller](#) on Fri, 10 Dec 2004 22:08:43 GMT
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Except you care enough to post here... :rolleyes:

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Naamloos](#) on Fri, 10 Dec 2004 22:31:42 GMT
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Looks good.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [warranto](#) on Fri, 10 Dec 2004 22:49:44 GMT
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let us see here... it is still, technically, a modification based on a Renegade-style world, simply on a new Engine.

I fail to see why it wouldn't belong here.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Jaspah](#) on Sat, 11 Dec 2004 00:44:49 GMT
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Besides, it's much more convenient for us to have Aircraftkiller and the team to post it here, so we don't have to maze around <http://www.halfife2.net> to find news about it.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [htmlgod](#) on Sat, 11 Dec 2004 02:44:26 GMT
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I counted, and I think you may have one too many bolts. Other than that, though, it's very sweet.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Aircraftkiller](#) on Sat, 11 Dec 2004 03:10:24 GMT
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The real Hind has 20 times more bolts, at the least.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [PiMuRho](#) on Sat, 11 Dec 2004 08:16:44 GMT
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j4S[p]Besides, it's much more convenient for us to have Aircraftkiller and the team to post it here, so we don't have to maze around <http://www.halfife2.net> to find news about it.

I don't think he'd post on hl2.net on principle - our modelling section of the forum is called "Models & Skins"

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [htmlgod](#) on Sat, 11 Dec 2004 17:25:49 GMT
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Yeah, but the real Hind has bolts around the edges of plates. All on the side of your craft you have just row and column upon row and column of bolts. Evenly spaced, with no apparent significance to their placement.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Aircraftkiller](#) on Sat, 11 Dec 2004 18:24:23 GMT
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Artistic liberty, the shape of the aircraft is the same but that doesn't mean the construction techniques are.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [xptek](#) on Sat, 11 Dec 2004 20:08:27 GMT
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Looks nice.
