
Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Wed, 20 Nov 2002 20:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok that have been a long time i posted news about it... and yes my tc still alive and WONT die
there is some screen <http://ceeti-ms.cgpvicto.qc.ca/thekgbspymore> picture will be added

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Wed, 20 Nov 2002 20:20:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks nice

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 02:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks wicked

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 03:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

lots of improvement needed. but good. Tip: Try not to make the buildings so huge, for instance, the repair depot floor doesnt need to be 6 times the size of a tank. Dont try to be exact, improve on the ra2 models (i mean, you can make em look better than they did in ra2)

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 06:08:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by DeafWasp:lots of improvement needed. but good. Tip: Try not to make the buildings so huge, for instance, the repair depot floor doesnt need to be 6 times the size of a tank. Dont try to be exact, improve on the ra2 models (i mean, you can make em look better than they did in ra2)well about building, yea for the SD i must resize it a little bit smaller... tesla tank seem too small... but for the kirov its perfect, fits verywell! btw they arent too big, just well scaled and make the game fun to play! all my beta tester so far liked it!(btw think about it... kirov bigger than ervy building??? wierd)And about model... well they are just perfect(well modeled with less poly as possible! YES it will be optimized for all type of computer that one of my primary objectif: Evryone can play on it with less lagg as possible!)... the only prob with my model its i need a GOOD texturer, that he can start from any model and make one texture(except for tread) for each vehicles!With more detailed texture, all my model would rock..anyway, its a tc with the main

concept: HAVE the feeling behing a REAL ra2 conscript or gi! That really for the fealing and fun to play!btw:U are a good texturer? u made nice texture for other game and want a big challenge and be known in the Renegade community?if u awnser yes i have a job for u! (i knowSo if anyone want to be a part of the team just e-mail me at Boris_the_invincible@hotmail.com !

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 06:22:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Im so gonna beta test that! *Contacts Kresin*

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 06:43:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by satx007:Im so gonna beta test that! *Contacts Kresin*what?

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 06:58:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok, make sure the GI can deploy sand bags! or your going to die!!!!

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

they will have sand bag(only one deployable thing) but usefull vs tank crushing u!

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 13:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hahah kgb i didnt even know our mod had vengeance name.lol. o well. get me that beta!

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Some of your vehicals need REAL HELP!

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:12:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

And people think were behind..... LOL.

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:14:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

sadbag would be easy, just make a beacon with a script that creates a low wall of sandbags with a big vehicle stopper in a cylinder hape above it. make it instant beacon too, maybe make the sandbagfs animated so they lok like the are built up

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 19:06:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey Francios lemem beta test PLZ!!!!!!!

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 19:59:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by CyborgDC:And people think were behind..... LOL.Dude grow up, sides their vehicles only need textures the models look fine.

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 20:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Holy crap.. That is looking good. Keep it up.

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 20:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by CyborgDC:And people think were behind..... LOL.There is much more done than what's shown there, homeskillit.

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 20:14:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

very.....very.....very.....happy right now.....now im sad beucase i remembered i have school tommorow. oh and me and francios...wel i thought of it...have a great plan for the mod....hope WW.....(WS to whoever i read the post about WS being better) will allow us to do and hopefully help.

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 21:16:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hehe for beta testing.. well i will try to finish something first (this week end u will see its a surprise)and beta testing registration will start in about a month... butnothing really sure.. depend on school, exams.... but just wait this week end

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 21:19:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

and tanx for all your comments oh and New model added to screen shot (vehicules) dir. its the yuri flying disc... not completly finished but almsot i have a question for all of u: Try to find the poly nb of this model?

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Thu, 21 Nov 2002 21:20:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by avroaero: very.....very.....very.....happy right now.....now im sad beucase i remembered i have school tommorow. oh and me and francios...wel i thought of it...have a great plan for the mod....hope WW.....(WS to whoever i read the post about WS being better) will allow us to do and hopefully help. i hope so! Can u contact delphi and explain you idea?(i think u already send him an e-mail but im not sure...)

Subject: Picture of Red alert2 Vengeance mod!
Posted by [Anonymous](#) on Fri, 22 Nov 2002 23:08:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

is it done avro?
