
Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Sun, 01 Dec 2002 11:35:00 GMT

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My first map completely made with
heighthfield.<http://www.n00bstories.com/image.fetch.php?id=2032987451>Comments appreciated-
Im ready for the harsh thoughts =). First one- better than not making anything at all!

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Sun, 01 Dec 2002 11:44:00 GMT

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LOL, OMG how much time did you spend on that, like one min. LOL! That so much sucks, lol.
What, your using windows for mountains. What the ****.

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Sun, 01 Dec 2002 11:45:00 GMT

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Whats up with the mountain textures? (Use a texture that looks like rock or dirt, ya know,
something realistic) It could use some buildings, and what happens if u fall into that pit, can u get
out?? But, it's not too bad, keep it up!

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Sun, 01 Dec 2002 11:47:00 GMT

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what the hell... thats one wierd map... sorry about this but its sux like crap. need a better texture.

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Sun, 01 Dec 2002 13:17:00 GMT

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I have created the first Generals Model.THE GLA ROCKET
BUGGY!!!!<http://dante.havocide.com/modX/index.php?direction=0&order=&directory=Images/Havoc89&what do you think?> [December 03, 2002, 17:31: Message edited by: Havoc 89]

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Sun, 01 Dec 2002 13:43:00 GMT

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Thats Hella tight man!

Subject: I'm ready for the criticism!
Posted by [Anonymous](#) on Sun, 01 Dec 2002 14:48:00 GMT
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they are just part of a hill(the rainbow carpet lol) I have started- I will take the next week to actually work on it.

Subject: I'm ready for the criticism!
Posted by [Anonymous](#) on Sun, 01 Dec 2002 14:52:00 GMT
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also pick a different grass, that one doesn't look right

Subject: I'm ready for the criticism!
Posted by [Anonymous](#) on Sun, 01 Dec 2002 14:55:00 GMT
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brb i don't feel so good any more.. the red stuff looks like gutsewwwwww

Subject: I'm ready for the criticism!
Posted by [Anonymous](#) on Sun, 01 Dec 2002 15:23:00 GMT
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Sorry, but it's not the
first:<http://server43.hypermart.net/archon508/saderAssaultPropaT2.jpg><http://server43.hypermart.net/archon508/propat4.jpg><http://server43.hypermart.net/archon508/buggy.jpg>And right now, I'm working on putting that Buggy in as a replacement for the Nod Buggy.

Subject: I'm ready for the criticism!
Posted by [Anonymous](#) on Sun, 01 Dec 2002 16:18:00 GMT
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Tax's models are better

Subject: I'm ready for the criticism!
Posted by [Anonymous](#) on Sun, 01 Dec 2002 18:58:00 GMT

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Ha Ha ha ha, noobs are afoot!

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Sun, 01 Dec 2002 19:24:00 GMT

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quote:Originally posted by Taximes:Sorry, but it's not the first:<http://server43.hypermart.net/archon508/saderAssaultPropaT2.jpg><http://server43.hypermart.net/archon508/propat4.jpg><http://server43.hypermart.net/archon508/buggy.jpg>And right now, I'm working on putting that Buggy in as a replacement for the Nod Buggy.crap... lucky... you had a better pic. well mine is from <http://www.renegadegenerals.com/modules.php?name=Content&pa=showpage&pid=19> look for the buggy icon and the one at the bottem aswell. that has the buggy with the rocket launcher that are like mine. bu i can make one just like tax's or maybe even better if i had a better pic.well im not tring to compeat btw...btw nice buggy. where did you get those large pics. i wanna make some models.

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Sun, 01 Dec 2002 19:30:00 GMT

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yes, you are trying to compete, and if not, your boasting skills you havent even shown yet...

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Sun, 01 Dec 2002 19:35:00 GMT

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i have a nice model i made... look like very well the one in game 800 poly and its well detailed <http://ceeti-ms.cgpvicto.qc.ca/Boris/UO0134.jpg>btw... we dont see well the wheels, but the are more detailed than we see it!btw want to see the overlord tank?almost finished it remain to fix some stuff [December 01, 2002, 19:36: Message edited by: Francois]

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Sun, 01 Dec 2002 19:43:00 GMT

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quote:Originally posted by DeafWasp:yes, you are trying to compete, and if not, your boasting skills you havent even shown yet...no no no... im not tring to competewell i can upgrade my model or make a better one. it depends on the pic im making it on. [December 01, 2002, 20:08: Message edited by: Havoc 89]

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Sun, 01 Dec 2002 23:04:00 GMT

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Nice model but.. well I don't wanna criticize, but in my opinion the rockets need to be alittle bigger. In the generals screens that I saw on ign.com the rocket pack seems huge. Other then that its very nice . [December 01, 2002, 23:15: Message edited by: Mpbgw]

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Mon, 02 Dec 2002 00:11:00 GMT

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Take it easy guys, any MODer is better than no MODer.

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Mon, 02 Dec 2002 00:29:00 GMT

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quote:Originally posted by maytridy:Take it easy guys, any MODer is better than no MODer. Remember, it's a mod or a modification, not a MOD.You kids and your false acronyms...

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Mon, 02 Dec 2002 00:32:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by maytridy:Take it easy guys, any MODer is better than no MODer. Remember, it's a mod or a modification, not a MOD.You kids and your false acronyms...Well you can use both ways, that way because it is a short way of righting it like laugh out loud. You can right LOL, or lol.By the way I like to use mod.

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Mon, 02 Dec 2002 00:50:00 GMT

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Some people make the wierdest things... You know, you could've made it look more realistic if you used no textures and just used normal colors. That texture looks so wierd. And what about the pits? Can you fall through them? You need to make invisible barriars around them. Just change the optacy level.

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Mon, 02 Dec 2002 03:08:00 GMT

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quote:Originally posted by Taximes:Sorry, but it's not the first:<http://server43.hypermart.net/archon508/saderAssaultPropaT2.jpg><http://server43.hypermart.net/archon508/propat4.jpg><http://server43.hypermart.net/archon508/buggy.jpg>And right now, I'm working on putting that Buggy in as a replacement for the Nod Buggy.cant forget my nuke cannon<http://www.renegadegenerals.com/files/generals/art/fixedwheels.jpg>

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Mon, 02 Dec 2002 09:00:00 GMT

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The mountains have veins, creepy. It's ok, just revise it and see what happens.

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Mon, 02 Dec 2002 13:44:00 GMT

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well heres the score+>3->9???Oh well- I thought the sides looked kinda cool for now. Maybe I will start on an arena map.....so distant....=) Oh well, I can't export it, the program freezes but the computer runs, and you can brign up ctrl+alt+delete to see (Not Responding).

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Tue, 03 Dec 2002 00:43:00 GMT

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Well....it's differnt!How's it work gameplay-wise though??

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Tue, 03 Dec 2002 17:56:00 GMT

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nice...check this out...My GLA Scud Launcher...<http://dante.havocide.com/modX/index.php?&direction=0&order=&directory=Images/Ha voc89>what do ya think???

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Wed, 04 Dec 2002 12:44:00 GMT

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The Scud looks nice.

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Wed, 04 Dec 2002 20:36:00 GMT

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quote:Originally posted by Taximes:Sorry, but it's not the first:<http://server43.hypermart.net/archon508/saderAssaultPropaT2.jpg><http://server43.hypermart.net/archon508/propat4.jpg><http://server43.hypermart.net/archon508/buggy.jpg>And right now, I'm working on putting that Buggy in as a replacement for the Nod Buggy.Nice 404 pages you got there, Tax.

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Wed, 04 Dec 2002 21:06:00 GMT

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quote:Originally posted by xXSoul_SlayerXx: quote:Originally posted by Taximes:Sorry, but it's not the first:<http://server43.hypermart.net/archon508/saderAssaultPropaT2.jpg><http://server43.hypermart.net/archon508/propat4.jpg><http://server43.hypermart.net/archon508/buggy.jpg>And right now, I'm working on putting that Buggy in as a replacement for the Nod Buggy.Nice 404 pages you got there, Tax.He took them off because he thought this topic was dead...

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Thu, 05 Dec 2002 08:29:00 GMT

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no wonder...so anyone else got some models to share?and what do you think of my SCUD?

Subject: I'm ready for the criticism!

Posted by [Anonymous](#) on Fri, 06 Dec 2002 21:29:00 GMT

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Nah, something's up with that server now The Scud launcher's awesome
