
Subject: Red Alert: A Path Beyond - Forklift
Posted by [Aircraftkiller](#) on Sat, 21 Jan 2006 00:50:26 GMT
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The Forklift is an integral part of operational bases. It carries loads much heavier than soldiers can lift, and allows quick transport inside buildings that come issued with one upon construction. It also doubles as a means of defense against intruders, running over soldiers will impale and kill them. The Forklift's only disadvantage is its low armor, which allows even the Rifle Soldier to take it out in a few moments.

Everything seen here was modeled and textured by myself. Reference:

<http://www.apathbeyond.com/forum/index.php?showtopic=7731&st=0&#entry153711>

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [Kamuix](#) on Mon, 23 Jan 2006 06:23:39 GMT
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Thats cool, But will you have it actually be able to pick up things like crates and move them?

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [rm5248](#) on Mon, 23 Jan 2006 10:21:18 GMT
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I'm pretty sure that the engine can't support that. That could probably work in HL2, though.

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [JeepRubi](#) on Mon, 23 Jan 2006 13:18:57 GMT
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It would probably be possible to lift up vehicles and infantry, just make the thing going up and down its firing animation. Objects would probably not work.

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [Kamuix](#) on Mon, 23 Jan 2006 13:22:27 GMT

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Objects might work, Tiles probably wouldn't.

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [Oblivion165](#) on Mon, 23 Jan 2006 14:12:19 GMT

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That roll bar would snap like a twig. Accurate to model though.

What would the purpose of this vehicle?

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [Chronojam](#) on Mon, 23 Jan 2006 14:35:31 GMT

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I assume you mean its role in the mod.

It was my brilliant idea actually, along with several other props and concepts you'll see. It's rather simple but should add a new level of dimension to things.

If you notice in Renegade, and alas in the older versions of Renegade Alert, every structure in each map is nearly identical. I wanted that to change. Think of Jiffy Lube if you have one in your area, or else some other oil change garage. Or better yet, perhaps think of a MacDonald's. Each one looks virtually the same outside, but inside the layout is vastly different. There are certain key things that will always be the same, of course.

That is how the Renegade Alert buildings themselves will be. Every building will come with a relatively stark interior compared to the final per-map version. This version contains everything necessary for the building to function, including weak point and any necessary extras (like a production area).

Then, the mapmaker can select from a variety of objects either intended for that structure type or for any of the structures; fire fighting equipment, cases of all sorts, tool chests, maybe lanterns, and even very interactive objects such as forklifts (as seen in Allied naval drydocks and Soviet heavy armor factories, for example). There are three other special classes of items that a mapmaker can opt to include or leave out in addition, although these will usually be left in.

The end result is that every raid into an enemy building, or every desperate attempt to root out the enemy that has infiltrated your base will take place under slightly different circumstances. You might be able to take cover just behind a doorway, behind some spools of cable in one map; but in another, your best bet might be to run behind the staircase common to every version. You might gain a tactical advantage by standing on top of a cabinet containing firefighting equipment in one map, but in another map there might be nothing but a pail there.

So, the forklift is there as an interactive prop that you can use to hurry your engineers or

technicians around, or to run over enemy infantry.

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [Renardin6](#) on Mon, 23 Jan 2006 19:00:43 GMT
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If I kill someone using that I must admit I will enjoy the kill and laugh @ the victim.

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [warranto](#) on Mon, 23 Jan 2006 19:44:26 GMT
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heh, just a random movie-based thought.

According to Hollywood, the armour on the front of a forklift is far greater than the rest of the vehicle (at least when the hero is riding it; he's nearly invulnerable to enemy fire).

What about mimicing that? A bit of front armour to laugh as some guy can't get out of the way in time.

Just a not-so-serious suggestion to give the forklift more anti-infantry appeal.

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [reborn](#) on Mon, 23 Jan 2006 20:39:35 GMT
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Looks pretty nice

But why are the wheels on the forklift in your model Octagonal, but on the reference they are round?

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [Kamuix](#) on Mon, 23 Jan 2006 21:10:10 GMT
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Actually there are 10 sides so its decagonal. I'm not trying to look smart i just wanted to post something here.

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [rm5248](#) on Mon, 23 Jan 2006 21:12:09 GMT

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Reborn wrote on Mon, 23 January 2006 14:39 But why are the wheels on the forklift in your model Octagonal, but on the reference they are round?

Poly count.

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [Kamuix](#) on Mon, 23 Jan 2006 21:12:59 GMT
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More polys are needed on the wheels.

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [Viking](#) on Mon, 23 Jan 2006 21:13:02 GMT
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That forklifts snot bad!

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [Jaspah](#) on Mon, 23 Jan 2006 22:00:51 GMT
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More polygons on the wheels and a stronger roll cage. Right now, like Oblivion165 said, it looks as though it would snap very easily.

Other than that, fine work.

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [rm5248](#) on Mon, 23 Jan 2006 22:49:10 GMT
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warranto wrote on Mon, 23 January 2006 14:44 According to Hollywood, the armour on the front of a forklift is far greater than the rest of the vehicle (at least when the hero is riding it; he's nearly invulnerable to enemy fire).

Hollywood also tells us that a team of Commandos can be taken out one by one with a pistol to the arm, and nobody is going to notice. However, if you shoot your friend, it'll take about 10 bullets to the head for him to die, and he'll still stay alive long enough to tell you an important secret, whereas a bullet to your arm will kill you DEAD and you won't have energy to push the 'talk' button on your radio.

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [JeepRubi](#) on Mon, 23 Jan 2006 22:55:09 GMT
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The roll cage needs to be stronger and have atleast one, maybe two cross braces.

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [Aircraftkiller](#) on Mon, 23 Jan 2006 22:59:59 GMT
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It's a 10 sided wheel, that's not an octagon. It's perfectly fine for how tiny the Forklift is in-game.

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [Napalmic](#) on Mon, 23 Jan 2006 23:49:39 GMT
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Yeah, those bars seem a bit weak. Other than that it looks great!

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [reborn](#) on Mon, 23 Jan 2006 23:53:51 GMT
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Aircraftkiller wrote on Mon, 23 January 2006 17:59It's a 10 sided wheel, that's not an octagon. It's perfectly fine for how tiny the Forklift is in-game.

Yep my mistake, it's a decagon.

But why is it fine? Everyone has said either directly or indirectly that the decagons look pretty crappy. I mean, if you payed someone to change your tyres over on your car, then came back to see the idiot put decagon shaped rubbers on your motor, you wouldn't say "It's perfectly fine".

Not trying to be an ass, I like the rest of it allot.

Would be kewl to see a movie of it in action, with the fork in operation.

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [WNxCABAL](#) on Mon, 23 Jan 2006 23:58:03 GMT
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Its a very nice model!

To be honest, The vehicle wheels in Renegade aren't any better, so I can't see any real problem...

The only thing that bugs me is the rollcage, its just looks too thin!
I think if that was to be replaced with a thicker one of some sort! I personally think it would be perfection!

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [Spice](#) on Tue, 24 Jan 2006 01:34:40 GMT
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The rollcage is too thin as compared to the reference. It also looks like there might be cross bar in the front.

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [warranto](#) on Tue, 24 Jan 2006 16:41:49 GMT
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rm5248 wrote on Mon, 23 January 2006 15:49warranto wrote on Mon, 23 January 2006 14:44According to Hollywood, the armour on the front of a forklift is far greater than the rest of the vehicle (at least when the hero is riding it; he's nearly invulnerable to enemy fire).

Hollywood also tells us that a team of Commandos can be taken out one by one with a pistol to the arm, and nobody is going to notice. However, if you shoot your friend, it'll take about 10 bullets to the head for him to die, and he'll still stay alive long enough to tell you an important secret, whereas a bullet to your arm will kill you DEAD and you won't have energy to push the 'talk' button on your radio.

hmm interesting thought. Tie in the arm damage zone to in-game chatting. The arm takes damage, and you can no longer chat to others.

Subject: Re: Red Alert: A Path Beyond - Forklift
Posted by [Jecht](#) on Tue, 24 Jan 2006 17:17:58 GMT
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The bars on your render aren't as thick as they are in the reference. Other than that, it's not bad.
