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Subject: This may interest you...  
Posted by [maytridy](#) on Thu, 18 Mar 2004 03:05:03 GMT  
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New M1 for Modern Warfare Modeled by Havoc89, \*textured\* by Havoc89 and Genocide, treads and minor edits done by me. Should be boned by late thursday or friday. Just want some comments and crits, got any?

Just under 1200 polygons. Visit <http://www.modernwarfare.tk> for more info on the mod.

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Subject: This may interest you...  
Posted by [xptek\\_disabled](#) on Thu, 18 Mar 2004 03:07:38 GMT  
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Looks AWSOME!

Love the skin too

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Subject: This may interest you...  
Posted by [Aircraftkiller](#) on Thu, 18 Mar 2004 03:10:33 GMT  
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Can't see that as being 1,200 without some major detail lacking in the body... Wait, now I see, it doesn't have any wheels.

It's a texture, not a skin. It was textured, not skinned.

Why the fuck are you using those gay ass Renegade "tank track" textures? Get his ass to make wheels for it.

US Army vehicles are never painted in gray for a desert combat scenario, especially since all the images (The decent ones, not that fucked up power plant in a heightfield forest) are of a desert.

It needs platoon markings. It's missing the turret basket in the rear of the turret, which has a steel mesh to hold equipment. The turret you have there is the M1, not the M1A1.

The mount for the M1A2's CITV is located more to the front of the turret, not by the side of the gunner's gunsight.

The M1 Abrams never has antennae that are the exact same length. One is shorter than the other, and that one is the command radio antenna.

You missed the mount that the 120mm M256 connects to. It also has a coaxial machine gun attached to the mount.

You got the smoke grenade launchers pretty well, but you're missing ammunition boxes and detail on the chassis. It's way too plain.

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Subject: This may interest you...  
Posted by [maytridy](#) on Thu, 18 Mar 2004 03:23:33 GMT  
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Thanks for the tips, I'll try to fix those up. My mistake, I should have said "textures", if it really matters to you.

As for the treads, I see what you mean, I'll turn them into wheels before I bone it. Most of the images on the website are old images from a long time ago when MW first existed...there will be urban maps where this skin is appropriate. Also, that's not a heightfield forest, it took about 10 min to make in renx.

The basket on the turret, what do you mean by that? There's a basket going around the turret, I don't know what is missing there.

There is a machine gun by the left side of the barrel, you just can't see it. Thanks for the tips, and I'll try to fix it up.

P.S. Sorry, I meant to say M1, not M1A1.

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Subject: This may interest you...  
Posted by [xptek\\_disabled](#) on Thu, 18 Mar 2004 03:56:49 GMT  
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maytridy should have said "textures", if it really matters to you.

I think he was talking to me (Not 100% sure) because he was on IRC bitching about it again.

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Subject: This may interest you...  
Posted by [Aircraftkiller](#) on Thu, 18 Mar 2004 04:20:58 GMT  
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Why are you using an outdated, poorly armed and armored M1, instead of its variants the M1A1 and M1A2?

That's just asking for trouble. The M1 is what's supposed in Red Alert, with a 105mm cannon, and that's why it's weak.

The Army has upgraded almost every M1 to the A1 or A2 standard years ago. Fuck, the A1 was in Desert Storm, they knew that thing sucked and that's why they sent in the A1 instead of the M1 itself.

They're still textures, not skins. Feel free to look like a retard by calling them skins all you want...

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Subject: This may interest you...

Posted by [Havoc 89](#) on Thu, 18 Mar 2004 05:04:38 GMT

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Thanks for the tip, but to be honest, i dont see any or no differences between M1, M1A1 and M1A2. Someone wanna explain plz?

All i did was goto google's image section and searched for M1A1. I tried to make the model as close as possible, but i like to make models with alot of detail, but i couldnt put alot of detail cuz i dont wanna lag the game. so well in the end i came up with that.

I knew i would have to make a UVW map for it and also do my best to skin it, wait im sorry "texture" it. so anyways i did that, i got pretty good at UVW mapping, cuz i'vw done quite a few model. but it was the "texture" i was worried about. i gave it all i had to make it as real as possible. i did a pretty good job for a newbie at "texturing". Genocide than asked me if he could make the skin better, and man did he made a hell of a difference in the skin, made it looks a hell of lot better. You can compare the skins, both my version and genocide's tuned up version at this topic.

well i may make a completely new model for the tank, i want to make it as real as possible. I most of the times end up with a better model when i make a newer version. So if ppl wanna give me some more good advice, ill try to do my best.

well i hope this one isnt too bad.

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Subject: This may interest you...

Posted by [Aircraftkiller](#) on Thu, 18 Mar 2004 05:16:43 GMT

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M1:

M1A1:

M1A2:

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Subject: This may interest you...

Posted by [PsycoArmy](#) on Thu, 18 Mar 2004 10:28:29 GMT

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Modle and skin is looking good. Yay im a retard because I like using terms which aren't ment to be used for that certain thing... Oh do m a favour, never use tthe word n00b again, its wrong.

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Subject: This may interest you...

Posted by [Oblivion165](#) on Thu, 18 Mar 2004 12:03:47 GMT

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someone else may have said this but im to lazy to read all of it now, but isnt that just the tank from RenAlert?

It just looks to much like it.

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Subject: This may interest you...

Posted by [Sir Phoenixx](#) on Thu, 18 Mar 2004 12:28:31 GMT

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I don't know, they look too different... You can't tell much from those two screenshots you just posted...

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Subject: This may interest you...

Posted by [NeoX](#) on Thu, 18 Mar 2004 12:30:20 GMT

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Havok89 Would never attemp to steal models for that you are a NEOn00B

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Subject: This may interest you...  
Posted by [Oblivion165](#) on Thu, 18 Mar 2004 12:31:16 GMT  
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just look at the turret, it has the same mesh around it, the same barrel, the same everything. The body is slightly different.

OH i dont think he stole or, or even attempted to steal it. i just think we need some fresh ideas.

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Subject: This may interest you...  
Posted by [Oblivion165](#) on Thu, 18 Mar 2004 12:33:26 GMT  
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NeoXHavok89 Would never attempt to steal models for that you are a  
NEOn00B

lol, how long were you waiting to use that one?

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Subject: This may interest you...  
Posted by [Sir Phoenixx](#) on Thu, 18 Mar 2004 12:43:47 GMT  
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oblivion165just look at the turret, it has the same mesh around it, the same barrel, the same everything. The body is slightly different.

OH i dont think he stole or, or even attempted to steal it. i just think we need some fresh ideas.

1. The basket around the turret is completely different, the one on the OLD Renegade Alert tank is flat, the one on his tank isn't.
2. As far as I can tell from those screenshots, the barrels are different.
3. The back of the turret on his is made different than the RenAlert one, and his has little boxes.
4. The antennae are different.
5. The body/treads on our old tank are seperate, his isn't.

They can't be the same.

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Subject: This may interest you...  
Posted by [NeoX](#) on Thu, 18 Mar 2004 13:07:42 GMT  
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oblivion165NeoXHavok89 Would never attempt to steal models for that you are a

NEOn00B

lol, how long were you waiting to use that one?

Lol i made it at like 4 am -5 am this morning im wired ALL NIGHTER BABY

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Subject: This may interest you...  
Posted by [Havoc 89](#) on Thu, 18 Mar 2004 16:50:08 GMT  
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I c alot of differences in ren alerts med tank and my tank, they look the same cuz they're based on the same tank . but they are not the same.

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Subject: This may interest you...  
Posted by [Oblivion165](#) on Thu, 18 Mar 2004 17:23:41 GMT  
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oh dont get me wrong, it looks really great.

I would just lke to see different areas of tanks i guess

But either way, it was a good job

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Subject: This may interest you...  
Posted by [maytridy](#) on Thu, 18 Mar 2004 19:33:01 GMT  
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oblivion165oh dont get me wrong, it looks really great.

I would just lke to see different areas of tanks i guess

But either way, it was a good job

Thanks for the compliment. They're based off the same tank, so of course they're going to look the same.

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