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Subject: Renegade Alert Ore Truck  
Posted by [Aircraftkiller](#) on Thu, 25 Mar 2004 04:14:21 GMT  
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It was finished by the new artist I hired a month back. Everyone, please, welcome Chris J. Fortier to our excellent team.

He's a very good artist in both 3D and Photoshop and knows his stuff well.

This is the Ore Truck, Allied version. Soviet will be viewable in-game.

Polygon count is 1,892.

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Subject: Renegade Alert Ore Truck  
Posted by [Cpo64](#) on Thu, 25 Mar 2004 04:20:12 GMT  
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Is that dirt? or corrosion? (I mean the black stuff)

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I don't think that particular symbol existed in RA lmao

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Subject: Renegade Alert Ore Truck  
Posted by [Aircraftkiller](#) on Thu, 25 Mar 2004 05:01:05 GMT  
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The symbol was just for the added realism. Most fighting men will add women on the side of their fighting machines (yes, the Ore Truck did fight, hence why the blood was on the front of the scoop - quite adept at running over soldiers) in times of war.

Morale booster I'd say.

That's not really corrosion, but more like paint wearing away, exposing the dull metal underneath.

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Subject: Renegade Alert Ore Truck  
Posted by [IRON FART](#) on Thu, 25 Mar 2004 05:09:24 GMT  
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Put some rims on that thing.

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Subject: Renegade Alert Ore Truck  
Posted by [Aircraftkiller](#) on Thu, 25 Mar 2004 05:22:44 GMT  
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Um, no. We're not going to be whiggers\niggers or "ghetto" wannabes.

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Subject: Renegade Alert Ore Truck  
Posted by [IRON FART](#) on Thu, 25 Mar 2004 05:27:34 GMT  
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ok, I didn't literally mean that. I was just taking the piss out of that other thread.

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Subject: Renegade Alert Ore Truck  
Posted by [Cpo64](#) on Thu, 25 Mar 2004 07:29:52 GMT  
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Ah, well, I thought you guys would have used something more orginal then a well known icon from our world.

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Subject: Renegade Alert Ore Truck  
Posted by [jonwil](#) on Thu, 25 Mar 2004 09:02:36 GMT  
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will the ore scoop animate?

The scripts are there, its up to the RenAlert team to decide if they want to use them (and create the proper animation) or not

Making both player controled and regular AI harvesters animate is easy, if the team wants help with the scripts to use, let me know

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Subject: Renegade Alert Ore Truck  
Posted by [IRON FART](#) on Thu, 25 Mar 2004 23:28:50 GMT  
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Why would the ladder be put on the back? I don't think anyone will want to climb into the ore.

Other than that it looks good and accurate.

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Subject: Renegade Alert Ore Truck

Posted by [Aircraftkiller](#) on Thu, 25 Mar 2004 23:54:42 GMT

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Because you have to climb up there to clean the damn thing sometimes, or perform maintenance.

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Subject: Renegade Alert Ore Truck

Posted by [Oblivion165](#) on Fri, 26 Mar 2004 00:33:49 GMT

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i really like it.

there is something bothering me about how smooth and perfect the cabin area is, when the rest has been to hell....wastebasket and so on

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