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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [Aircraftkiller](#) on Tue, 30 Mar 2004 08:35:30 GMT  
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Textures were finalized, Chris did an excellent job - more so than before.

I personally love both, especially the Soviet Truck, with its exact replica of the Soviet symbol from Red Alert.

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [Blazer](#) on Tue, 30 Mar 2004 09:52:16 GMT  
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That guy is good

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [cowmisfit](#) on Tue, 30 Mar 2004 11:34:33 GMT  
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WOW I wish i could do that kinda stuff, that soviet one does kick ass

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [bigejoe14](#) on Tue, 30 Mar 2004 14:12:58 GMT  
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That's awesom.

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [Titan1x77](#) on Tue, 30 Mar 2004 14:35:23 GMT  
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BlazerThat guy is good

Thats an understatement....

Those look great!!

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [Alkaline](#) on Tue, 30 Mar 2004 17:02:46 GMT  
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Wow.... Is this guy an ex-westwood employee?

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [Vitaminous](#) on Tue, 30 Mar 2004 21:06:49 GMT  
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Thought you didn't like Renegade Alert...

By the way, having naked lady mud flaps on a Soviet Ore truck? That's just wrong. :\

Other than that, it rocks.

---

Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [cowmisfit](#) on Tue, 30 Mar 2004 21:19:34 GMT  
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A tad OT: But everytime i have asked it other places just simply ignored,

Is there a chance of the Renalert team making an complete installer no patching needed after the next patch comes out??? And does it have to be on the C: drive?

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [Creed3020](#) on Tue, 30 Mar 2004 22:54:51 GMT  
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Very good work. They look great. The dent in the Soviets one's back door is a nice touch.

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [IRON FART](#) on Tue, 30 Mar 2004 23:16:15 GMT  
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Thats insane...

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [Xtrm2Matt](#) on Tue, 30 Mar 2004 23:57:50 GMT  
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Looks amazingly amazing.

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [MrBob](#) on Wed, 31 Mar 2004 00:09:06 GMT  
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Looks good!

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [z310](#) on Wed, 31 Mar 2004 05:14:43 GMT  
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Titan1x77BlazerThat guy is good

Thats an understatement....

Those look great!!

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [Alkaline](#) on Wed, 31 Mar 2004 06:27:34 GMT  
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AprimeThought you didn't like Renegade Alert...  
You thought right, but I'm commenting on the quality of the modeling and textures for this model.  
That has nothing to do with a the Renalert mod.

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [Aircraftkiller](#) on Wed, 31 Mar 2004 06:33:05 GMT  
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Other than the fact that it's going into the game and belongs in the game...

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [Weirdo](#) on Wed, 31 Mar 2004 09:06:01 GMT  
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When TD units can appear in RenAlert, why not not the other way around. That way the unit's have nothing to do with the mod.

Don't take me serious it's early and I just had my coffee.

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [Sir Phoenixx](#) on Wed, 31 Mar 2004 13:22:17 GMT  
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Quote:When TD units can appear in RenAlert, why not not the other way around. That way the unit's have nothing to do with the mod.  
What are you talking about? We don't have any units in the mod that don't have anything to do with it.

AlkalineAprimeThought you didn't like Renegade Alert...  
You thought right, but I'm commenting on the quality of the modeling and textures for this model. That has nothing to do with a the Renalert mod.

That is commenting about this mod, you comment about the units, you're commenting about the mod. (That's like saying "Reborn units suck" isn't commenting about the mod. )

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [Weirdo](#) on Wed, 31 Mar 2004 13:48:02 GMT  
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Sir PhoenixxQuote:When TD units can appear in RenAlert, why not not the other way around. That way the unit's have nothing to do with the mod.  
What are you talking about? We don't have any units in the mod that don't have anything to do with it.

There will be TD units in Ren Alert, wich could also be used in other mods like a TD mod. So Renalert unit's could also belong to other mods, so people who hate Renalert can still love the units.

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [Alkaline](#) on Wed, 31 Mar 2004 18:47:00 GMT  
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AircraftkillerOther than the fact that it's going into the game and belongs in the game...  
I'm commenting on the quality of model not quality and direction of the mod idiot.

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [Aircraftkiller](#) on Wed, 31 Mar 2004 19:37:03 GMT  
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See Sir Phoenixx's post, perhaps you'll get an understanding of reading comprehension.

Or you'll start making sense for once.

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [Vitaminous](#) on Wed, 31 Mar 2004 22:31:59 GMT  
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Owned?

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [Weirdo](#) on Wed, 31 Mar 2004 22:41:36 GMT  
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Well It's possible to love the look of the models but hate the mod it self.

Because you guys dared to change the balance so much, that it doesn't only look better then Renegade or at least diffrent, but it also feels like a complete diffrent game. Some people could hate the gameplay changes.

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Subject: RA Allied and Soviet Ore Truck Texture Overhaul  
Posted by [maytridy](#) on Wed, 31 Mar 2004 22:53:33 GMT  
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Then they shouldn't play Ren Alert.

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