Subject: Renegade Alert MAD Tank
Posted by Aircraftkiller on Wed, 07 Apr 2004 04:39:59 GMT
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MAD Tank, otherwise known as the Mutually Assured Destruction tank.

It generates a harmonic resonation wave that damages vehicles and structures, but doesn't harm infantry. It must deploy to charge its weapon, kicking you out of the vehicle to complete the process.

When it deploys, an audible message is heard. "MAD Tank deployed."

When it detonates, it destroys itself and sends out the resonation wave which removes 44% of the hitpoints on any vehicle or structure. Three can destroy an entire base, if used in cohesion.

Costs $2,400.

Model: Sir Phoenixx
Texture: Darkblade

Subject: Renegade Alert MAD Tank
Posted by cheesesoda on Wed, 07 Apr 2004 04:43:01 GMT
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WOW

NICE WORK guys.

Subject: Renegade Alert MAD Tank
Posted by IRON FART on Wed, 07 Apr 2004 05:29:29 GMT
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Hmmmm.....

I am not as fond of this tank as I am of some of the other RA vehicles.

I think it still needs to be worked on a bit. If you look at the intersection between the greenhouse (part with windows) and the main body, the body is very dark, and then it suddenly becomes much lighter at the greenhouse.

Looking at that side picture, it looks very blocky.

I love the general color and shape of it, but it needs to be enhanced a bit.

Subject: Renegade Alert MAD Tank
Posted by Battousai on Wed, 07 Apr 2004 05:39:13 GMT
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Don't you think people can get too many points with this thing?

Subject: Renegade Alert MAD Tank
Posted by Aircraftkiller on Wed, 07 Apr 2004 05:45:15 GMT
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Is a tank supposed to be spherical?

It's not blocky. Unless you consider a Mammoth Tank chassis to be blocky, but that's the point of a tank, it's supposed to be angular.

Textures are fine. It isn't meant to be pretty, it blows itself up for fuck's sake, it's just made of some semi-strong materials that'll allow it to get to its destination and detonate.

Subject: Renegade Alert MAD Tank
Posted by Riftgarde on Wed, 07 Apr 2004 06:53:30 GMT
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Subject: Renegade Alert MAD Tank
Posted by NHJ BV on Wed, 07 Apr 2004 09:42:25 GMT
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Perhaps make the red star on the front and sides bigger, they are really tiny right now.

Subject: Renegade Alert MAD Tank

Posted by cowmisfit on Wed, 07 Apr 2004 10:45:17 GMT
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Its better than anything i could do, but i must say could use some work compared to the other vecs you guys have made, a lot of work.

Subject: Renegade Alert MAD Tank
Posted by rm5248 on Wed, 07 Apr 2004 11:59:27 GMT
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Will it damage all structures or just Allies?

Subject: Renegade Alert MAD Tank
Posted by cheesesoda on Wed, 07 Apr 2004 12:25:02 GMT
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I have to agree with Aircraftkiller here. The tank blows itself up! They're not going to waste precious building materials to build a fucking tank that is gonna end up in pieces ESPECIALLY if it's a success. They wouldn't paint the tank, it would have been a waste of resources.

Subject: Renegade Alert MAD Tank
Posted by Scythar on Wed, 07 Apr 2004 12:48:54 GMT
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Then what would be the point in painting ANY tank in the first place? They all end up going to the battlefield anyway.

Hrmh...

Subject: Renegade Alert MAD Tank
Posted by cheesesoda on Wed, 07 Apr 2004 12:52:16 GMT
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i was expecting that question. it's easy, to have longevity. Tanks are made out of heavy metal materials. Metals rust. The painting is to keep the tank from rusting and becoming a pile of junk. Same reason why you'd paint your car, to keep out the rust.

Subject: Renegade Alert MAD Tank
Posted by Scythar on Wed, 07 Apr 2004 12:54:21 GMT
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Lol, and why not paint the MAD's then to keep the rust off? I'm sure they won't be exploded right after they come out of the factory

And besides, tanks are also painted for camouflage purposes.

Subject: Renegade Alert MAD Tank
Posted by cheesesoda on Wed, 07 Apr 2004 12:57:44 GMT
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I originally meant that they wouldn't paint it so it would have to match exactly. I should have said they don't need to match because it's not gonna last for that long.

Subject: Renegade Alert MAD Tank
Posted by IRON FART on Wed, 07 Apr 2004 15:57:40 GMT
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Not all metals rust.

And I understand that its going to blow sooner or later, but it should still look a little more realistic hat it currently is.

Subject: Renegade Alert MAD Tank
Posted by Aircraftkiller on Wed, 07 Apr 2004 16:10:55 GMT
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I don't know what world you're living in but I have seen tanks that don't match up in color.

Painting isn't an exact process in reality and, especially with something that just goes "boom," it's not a priority. The most it would have gotten was a primer and base coat to keep water out of any leaky seals, which is what you see right there.

Subject: Renegade Alert MAD Tank
Posted by cheesesoda on Wed, 07 Apr 2004 16:20:39 GMT
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Exactly, I couldn't agree more. Why waste more money than necessary painting something that's gonna go "boom." At least normal tanks are hopefully going to live through the battle and the war, so it is desirable to keep it looking nice. When something is maintained, it normally lasts longer. Until tanks are outdated, the idea is to maintain them so they can last until they're not needed, so as to conserve money.

Subject: Renegade Alert MAD Tank
Posted by Aircraftkiller on Wed, 07 Apr 2004 16:27:15 GMT
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Hence the Service Depot and Mechanic.

Subject: Renegade Alert MAD Tank
Posted by Scythar on Wed, 07 Apr 2004 16:38:38 GMT
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But...but! :crazy:

Subject: Renegade Alert MAD Tank
Posted by IRON FART on Wed, 07 Apr 2004 16:52:26 GMT
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Thanks for pointing out that painting isn't important! Although it was obviously painted because it wouldn't be green with a red star! :rolleyes:

My point was that the texturing looks bad. It has dark/light patches right next to each other. Is that the paint or bad lighting? Hmmm.....

Sorry I bothered to comment on it.

Subject: Renegade Alert MAD Tank
Posted by cheesesoda on Wed, 07 Apr 2004 16:57:52 GMT
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rm5248Will it damage all structures or just Allies?

Really, will it destroy all structures or just the Allies'?

Subject: Renegade Alert MAD Tank
Posted by Titan1x77 on Wed, 07 Apr 2004 16:58:33 GMT
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Texture alignment looks like shit.

Model is worse the the textures.... looks like pheonix ripped off the bottom of the mammy any thru some box's on it.

I thought "Your" team only did quality work...even if the tank blows up,You shouldn't settle for that

---

lousy looking tank for the mod.

Subject: Renegade Alert MAD Tank
Posted by cheesesoda on Wed, 07 Apr 2004 17:01:10 GMT
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I think I will save Ack from saying this, fuck off. Also, take a look at my signiture.

Subject: Renegade Alert MAD Tank
Posted by bigejoe14 on Wed, 07 Apr 2004 17:03:45 GMT
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Quote:looks like pheonix ripped off the bottom of the mammy any thru some box's on it.
No shit?

If you look at it in-game and the purchase icon, that's exactly what it is.

Subject: Renegade Alert MAD Tank
Posted by Aircraftkiller on Wed, 07 Apr 2004 17:05:16 GMT
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Are you blind, you fucking retard?

The MAD Tank was MADE FROM THE MAMMOTH TANK CHASSIS:

The texture aligns perfectly. The metal bars aren't supposed to align from top to bottom, there's a dividing bar attached to the sides if you paid any attention at all.

Subject: Renegade Alert MAD Tank
Posted by Darkblade on Wed, 07 Apr 2004 17:13:02 GMT
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Quote:Texture alignment looks like shit.

Model is worse the the textures.... looks like pheonix ripped off the bottom of the mammy any thru some box's on it.

I thought "Your" team only did quality work...even if the tank blows up,You shouldn't settle for that

---

lousy looking tank for the mod.

The texture alignment is fine.
Only shit round here is in your eyes mate.
If you look, you can see a bar that goes across the edge of the chassis which devides the vertical bars.

Yes SirPhoenixx did do that.
You know why? Because thats what its supposed to be, dumb ass.

I agree, the tank doesnt look the best texture wise.
I put more work into it than most of my vehicles, but its a large tank so the detail spreads out alot.
I made a grey version and it looks fine.
I just think its the green thats a little off putting. Looks like a turtle.

Subject: Renegade Alert MAD Tank
Posted by KIRBY098 on Wed, 07 Apr 2004 17:32:11 GMT
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Titan1x77Texture alignment looks like shit.

Model is worse the the textures.... looks like pheonix ripped off the bottom of the mammy any thru some box's on it.

I thought "Your" team only did quality work...even if the tank blows up,You shouldn't settle for that lousy looking tank for the mod.

I disagree.

Looks just like a M.A.D. tank from Red Alert to me.

I hated these things. Too slow. Definately not a sound you want to hear when you are an allied commander.

Subject: Renegade Alert MAD Tank
Posted by IRON FART on Wed, 07 Apr 2004 18:12:48 GMT
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Much better.

Subject: Renegade Alert MAD Tank
Posted by Darkblade on Wed, 07 Apr 2004 18:13:14 GMT
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Another update with texture detail:

Subject: Renegade Alert MAD Tank
Posted by cheesesoda on Wed, 07 Apr 2004 18:26:54 GMT
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Looks really good, I just still don't see what was wrong with the original.

Subject: Renegade Alert MAD Tank
Posted by U927 on Wed, 07 Apr 2004 18:30:09 GMT
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DarkbladeI just think its the green thats a little off putting. Looks like a turtle.

Subject: Renegade Alert MAD Tank
Posted by z310 on Wed, 07 Apr 2004 18:52:33 GMT
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da_shizWOW

NICE WORK guys.

Subject: Renegade Alert MAD Tank
Posted by Ferhago on Wed, 07 Apr 2004 19:34:09 GMT
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Question: Why does it have two driver's compartments (Im assuming thats what those boxes on top are)

Subject: Renegade Alert MAD Tank
Posted by cheesesoda on Wed, 07 Apr 2004 19:36:02 GMT
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Because that's how RA had it. You can kind of see the second compartment on the icon.

Subject: Renegade Alert MAD Tank
Posted by rm5248 on Wed, 07 Apr 2004 20:37:41 GMT
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da_shizrm5248Will it damage all structures or just Allies?

Really, will it destroy all structures or just the Allies'?

Well I'm pretty sure that it damages all structures in RA but I never used them much so I really don't know.

Subject: Renegade Alert MAD Tank
Posted by cheesesoda on Wed, 07 Apr 2004 20:42:01 GMT
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Is the MAD Tank only available in missions on RA? I do not remember ever seeing a MAD Tank and I was always soviets. I was never one for missions, so I really would have no clue.

Subject: Renegade Alert MAD Tank
Posted by Aircraftkiller on Wed, 07 Apr 2004 20:52:27 GMT
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It was a new unit added with The Aftermath expansion pack to Red Alert. It added these units:

Missile Sub
Chrono Tank
Tesla Tank
Shock Trooper
Helicarrier (had to be unlocked via rules.ini because it wasn't implemented)
Mechanic
Demolition Truck

Subject: Renegade Alert MAD Tank
Posted by cheesesoda on Wed, 07 Apr 2004 21:21:46 GMT
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That explains it. Thank you.

Subject: Renegade Alert MAD Tank
Posted by NHJ BV on Wed, 07 Apr 2004 21:39:20 GMT
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I still think the Soviet star should be bigger. If you look at other vehicles that have them or at cutscenes, all of them have pretty large stars if I'm not mistaken. I just think it looks a bit silly to have a giant tank with a tiny little red star on it.

Subject: Renegade Alert MAD Tank
Posted by Creed3020 on Thu, 08 Apr 2004 02:26:38 GMT
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Not the best I've seen from you guys. Your other latest previews were on a much higher level. You've done a good job at raising the bar just make sure you keep up to your own standard. Good work guys

---

Subject: Renegade Alert MAD Tank
Posted by Sir Phoenixx on Thu, 08 Apr 2004 13:00:23 GMT
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Titan1x77Model is worse the the textures.... looks like pheonix ripped off the bottom of the mammy any thru some box's on it.

This is how unbelievably stupid you are. Of course I took the chassis of our mammoth tank and used that for the MAD tank, the MAD tank in RA used the damn mammoth tank chassis you retard. You have no fucking clue what so ever of what you're talking about, instead of taking a minute to look at the RA icon/vehicle, you just come in here and make a fool out of yourself. You did a pretty good job of that too.

Your stupidity has truly reached new levels. :rolleyes:

Subject: Renegade Alert MAD Tank
Posted by sniper12345 on Thu, 08 Apr 2004 13:05:22 GMT
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you know Titan, I like your maps....but just shut up now, because you're clueless.

Subject: Renegade Alert MAD Tank
Posted by Titan1x77 on Thu, 08 Apr 2004 20:06:59 GMT
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How the fuck am I clueless....I know that the mad tank uses a mammoth chassis...Im just saying your model sucks....

It's just a mammy chassis with some boxes on top with a lousy looking texture....

The fact is that Tank has 0 detail....either in that icon or on your shitty fucking model.

Subject: Renegade Alert MAD Tank
Posted by cheesesoda on Thu, 08 Apr 2004 20:09:53 GMT
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Again, read the quote on my signiture. Get the point?

Subject: Renegade Alert MAD Tank
Posted by Aircraftkiller on Thu, 08 Apr 2004 20:43:40 GMT
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Titan1x77How the fuck am I clueless....I know that the mad tank uses a mammoth chassis...Im just saying your model sucks....

It's just a mammy chassis with some boxes on top with a lousy looking texture....

The fact is that Tank has 0 detail....either in that icon or on your shitty fucking model.

You just said it has no detail, yet you admit to it having detail.

You're a retard. Honestly, you just seem to get more stupid every time you post.

The icon obviously has detail if you could open your eyes and look at it. As for the texture being lousy, it's actually up to professional standards as far as FPS games are concerned.

Subject: Renegade Alert MAD Tank
Posted by Darkblade on Thu, 08 Apr 2004 20:48:58 GMT
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Titan1x77How the fuck am I clueless....I know that the mad tank uses a mammoth chassis...Im just saying your model sucks....

It's just a mammy chassis with some boxes on top with a lousy looking texture....

The fact is that Tank has 0 detail....either in that icon or on your shitty fucking model.

Im sory, we will put some pretty flowers on it for you.
Maybe add a few thousand polygons of usless shit for your liking.

This is the MAD tank, a 3D representation of its 2D counterpart.
If theres no detail there to add then we wont friggin add it, or it wouldnt be much of a representation would it?

Subject: Renegade Alert MAD Tank
Posted by Titan1x77 on Thu, 08 Apr 2004 21:00:30 GMT
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This was the only problem I had with the texture alignment.

Other then that I was just busting sir phx and Ack's balls.

Really the model is simple and looks like what it should...Just giving back the treatment I get from those clowns.

Texture is good, just thought that it could of been re-aligned.

Subject: Renegade Alert MAD Tank
Posted by IRON FART on Thu, 08 Apr 2004 21:02:17 GMT
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Thats not gonna go down well...

Subject: Renegade Alert MAD Tank
Posted by Aircraftkiller on Thu, 08 Apr 2004 21:03:08 GMT
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That's not a texture problem, the cockpit is obviously sunk into the model by about 0.1 meters.

Subject: Renegade Alert MAD Tank
Posted by Sir Phoenixx on Thu, 08 Apr 2004 23:50:51 GMT
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Quote:It's just a mammy chassis with some boxes on top
Which is what the MAD tank was, moron.

Quote:The fact is that Tank has 0 detail....either in that icon or on your shitty fucking model.
Wow, you've managed to surpass your stupidity record set by all of your previous replies. Stop and think for a second (Which would be pretty easy for you since you rarely think.), why the fuck would we add detail that wasn't on the original?

Titan1x77
Really the model is simple and looks like what it should...Just giving back the treatment I get from those clowns.
Bullshit. After you see that you're completely wrong, you try to play it off as if you were only joking. :rolleyes:

You probably spent 5 minutes deciding between that crap and "It was my brother/sister/friend/boyfriend that posted that".