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Subject: Renegade Alert SAM Site  
Posted by [Aircraftkiller](#) on Thu, 15 Apr 2004 21:41:36 GMT  
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Took most of last night and a few hours today to finish it.

Texture and model are both my work.

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Subject: Renegade Alert SAM Site  
Posted by [Alkaline](#) on Thu, 15 Apr 2004 21:46:19 GMT  
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Grade: B-

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Subject: Renegade Alert SAM Site  
Posted by [budster9](#) on Thu, 15 Apr 2004 21:48:12 GMT  
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grade for alkaline's popularity, and say so in the community...z-----

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Subject: Renegade Alert SAM Site  
Posted by [cowmisfit](#) on Thu, 15 Apr 2004 21:48:40 GMT  
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Usally everything you guys put out is good dude, but this is pretty bad, i think the model is good, but defintly needs some re-texturing

P.S Could you answer a quick renalert question ack? I've been told it wont work enless its on the C drive, well why is that? And is there anyway u guys could make it work on the D drive as well?

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Subject: Renegade Alert SAM Site  
Posted by [Renx](#) on Thu, 15 Apr 2004 21:54:29 GMT  
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The installer automaticly puts it onto the C drive. People have asked about this before, but I'm not quite sure how to fix it. Just browse through here and you'll probably find something

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Subject: Renegade Alert SAM Site  
Posted by [Aircraftkiller](#) on Thu, 15 Apr 2004 21:56:08 GMT  
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What's wrong with the texture? It looks pretty close to the purchase icon it was made from.

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Subject: Renegade Alert SAM Site  
Posted by [MrBob](#) on Thu, 15 Apr 2004 21:58:11 GMT  
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cowmisfitP.S Could you answer a quick renalert question ack? I've been told it wont work enless its on the C drive, well why is that? And is there anyway u guys could make it work on the D drive as well?

RenAlert works on my D drive.

---

Subject: Renegade Alert SAM Site  
Posted by [Alkaline](#) on Thu, 15 Apr 2004 22:08:18 GMT  
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budster9grade for alkaline's popularity, and say so in the community...z-----

added to ignore list

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Subject: Renegade Alert SAM Site  
Posted by [Javaxcx](#) on Thu, 15 Apr 2004 22:14:49 GMT  
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AircraftkillerWhat's wrong with the texture? It looks pretty close to the purchase icon it was made from.

It's the lack of lighting and shadow. Nothing more.

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Subject: Renegade Alert SAM Site  
Posted by [Aircraftkiller](#) on Thu, 15 Apr 2004 22:17:30 GMT  
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That's because I put the lighting on full to not hear "omg omg texture error!!!!1 that side is too

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dark!!!!!!!!11"

I got that when I posted the Turret.

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Subject: Renegade Alert SAM Site  
Posted by [cowmisfit](#) on Thu, 15 Apr 2004 22:40:05 GMT  
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MrBobcowmisfitP.S Could you answer a quick renalert question ack? I've been told it wont work enless its on the C drive, well why is that? And is there anyway u guys could make it work on the D drive as well?

RenAlert works on my D drive.

errr, then i guess ill have to try again, kidna want to kinda dont, because i've already uninstalled ren like 5 times trying to get renalert to work.

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Subject: Renegade Alert SAM Site  
Posted by [Vitaminous](#) on Thu, 15 Apr 2004 23:24:42 GMT  
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AircraftkillerThat's because I put the lighting on full to not hear "omg omg texture error!!!!1 that side is too dark!!!!!!!!11"

I got that when I posted the Turret.

Omg omg dud tis site of ur hand is 2 drk dud hangue it omg omg dud sriiosly!1111!!!1

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Subject: Renegade Alert SAM Site  
Posted by [SuperFlyingEngi](#) on Fri, 16 Apr 2004 02:25:30 GMT  
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What's the poly count on the right now?

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Subject: Renegade Alert SAM Site  
Posted by [Aircraftkiller](#) on Fri, 16 Apr 2004 02:39:21 GMT  
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Around 260 polygons.

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Subject: Renegade Alert SAM Site  
Posted by [Javaxcx](#) on Fri, 16 Apr 2004 02:43:15 GMT  
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AircraftkillerThat's because I put the lighting on full to not hear "omg omg texture error!!!!1 that side is too dark!!!!!!11"

I got that when I posted the Turret.

They want to see the SAM site in the icon. Your model and texture are fine, but the lack thereof of lighting and shadow do not mimic the icon.

Post a picture with a light above it, you'll notice the difference aswell.

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Subject: Renegade Alert SAM Site  
Posted by [z310](#) on Fri, 16 Apr 2004 04:54:39 GMT  
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i like everything you do because i cant do it I kinda think is kinda to square but then again my opinion means nothin...

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Subject: Renegade Alert SAM Site  
Posted by [SuperFlyingEngi](#) on Fri, 16 Apr 2004 14:20:48 GMT  
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Just a suggestion, but you might want to go back and use some more polys to round out the missile housing box thing on the top. It looks ok now, but if it was beveled slightly I think it would have a bit more of a defined shape.

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Subject: Renegade Alert SAM Site  
Posted by [npsmith82](#) on Fri, 16 Apr 2004 19:37:01 GMT  
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Suggestion:

Make the missile shutters on the front open when it fires, or don't include them in the model at all.

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Subject: Renegade Alert SAM Site  
Posted by [Aircraftkiller](#) on Fri, 16 Apr 2004 20:00:05 GMT  
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Then it would look goofy.

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Subject: Renegade Alert SAM Site  
Posted by [npsmith82](#) on Sat, 17 Apr 2004 02:25:13 GMT  
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AircraftkillerThen it would look goofy.Maybe, but releasing missiles out of a closed barrel isn't such a smart idea either.

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When the sam sites are idle, can you make them undeploy?

Also, if they can be user controllable;  
\* When they are empty, undeploy into 'hidden' state.  
\* When someone enters, deploy the SAM site which then raises out from its hole.

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Subject: Renegade Alert SAM Site  
Posted by [U927](#) on Sat, 17 Apr 2004 02:28:30 GMT  
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The SAM Sites in Red Alert didn't pop out of the ground. That was simply the animation of it being built. I believe the only SAMs that popped out of the ground in C&C were in TD and TS.

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Subject: Renegade Alert SAM Site  
Posted by [snipesimo](#) on Sun, 18 Apr 2004 03:48:59 GMT  
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Should be smaller with only 4 missile pods instead of 6

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Subject: Renegade Alert SAM Site  
Posted by [bigjoe14](#) on Sun, 18 Apr 2004 04:46:02 GMT  
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Why? They've always had six.

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Subject: Renegade Alert SAM Site  
Posted by [\[A-I\]NastyDead](#) on Sun, 18 Apr 2004 05:00:58 GMT  
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Yeah it looks kinda plain, and Its from an icon for a 5+ year old game, Do some updating. and you should change the chaingunner into a heavy machine gunner. More realistic.

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Subject: Renegade Alert SAM Site  
Posted by [snipesimo](#) on Sun, 18 Apr 2004 15:48:44 GMT  
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Aircraftkiller

one...two...three...four. Not six :rolleyes:

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Subject: Renegade Alert SAM Site  
Posted by [rm5248](#) on Sun, 18 Apr 2004 16:03:31 GMT  
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snipesimoAircraftkiller

one...two...three...four. Not six :rolleyes:

The two things on the right are OPEN. :rolleyes:

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Subject: Renegade Alert SAM Site  
Posted by [Jaspah](#) on Sun, 18 Apr 2004 16:26:52 GMT  
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I swear, more and more people are becoming color blind or just plain blind... :rolleyes:

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Subject: Renegade Alert SAM Site  
Posted by [snipesimo](#) on Sun, 18 Apr 2004 16:41:36 GMT  
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Don't make fun of my vision lol, its not my fault I can't see small things :/

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