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Subject: Renegade Alert Allied Redeye SAM Launcher

Posted by [Javaxcx](#) on Thu, 15 Jul 2004 23:41:08 GMT

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I'm assuming that the 2nd image is a picture of the actual rocket to be launched. If you've ever seen a real rocket, (any warhead, really) the warhead is seperate from the rocketbody. While you've clearly done that, the resolution to show it is BARELY there. The difference between the warhead and the rocket body is what is blurry -- but I would assume that is just to match the limitations of the Renegade engine. It's all well and good that you've colour coded the warhead, but it does not look smooth. It just looks blurred together.

I'm fairly sure thats what people are whining about.

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