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Subject: Renegade Alert Mine Layer

Posted by [Renx](#) on Mon, 24 May 2004 12:01:57 GMT

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The model for the Mine Layer was made by Sir Phoenixx, and for the most part is identical to the one from Red Alert. Here is there icon from RA, It's small, but you can see how closely alike they are:

The texture was done by Aircraftkiller. This isn't the final texture, Darkblade will redo most of it when he comes back on study leave. This gives you an idea of what the mine layer will be like though.

The Allied and Soviet Mine Layer will be very similer in appearance, with only slight texture differences. Although the Allied Mine Layer will lay down anti-tank mines, while the Soviet's will lay down anti-personnel mines. The mines will also work different than the ones in Renegade, these mines will have a limit of around 50, and will not disappear when the limit has been reached, but instead it will prevent you from laying anymore. Thank NeoSaber for these excellent changes.

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=1913&st=0>

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