
Subject: Renegade Alert Light Tank
Posted by [Aircraftkiller](#) on Sat, 17 Jul 2004 02:02:37 GMT
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This is the Allied Light Tank, based off the M60 Patton main battle tank. It is equipped with a 75mm cannon that fires APDS rounds, otherwise known as Armor Piercing, Discarding Sabot shells.

It is incredibly fast over almost all terrain, except climbing steep inclines. It can outmaneuver all Soviet tanks with ease, but it comes with a price - the Light Tank is lightly armored, and has somewhat decent firepower. But what it lacks in armor and firepower, it more than makes up with speed and price... Along with a low profile, making it hard to hit.

It is \$700, and is a good companion to the Medium Tank. Use these in platoons with Medium Tanks leading, you will have a strong force. Use them to soak up battle damage while the Medium Tanks shell out damage to Soviet armor.

The model was done by Sir Phoenixx, and the set of two 1024x textures was done by myself.

Subject: Renegade Alert Light Tank
Posted by [jonwil](#) on Sat, 17 Jul 2004 02:56:21 GMT
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great light tank ACK
Much better than the current one

Subject: Renegade Alert Light Tank
Posted by [SuperFlyingEngi](#) on Sat, 17 Jul 2004 02:58:25 GMT
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I heard the news - you can't push the schedule back for RenAlert .993 to August 1st. Just forget about making new models, start the beta test Sunday, run it for two days, compile the patch, and ship it out. Bug fixes are what .9935 is for.

Your team can do it. I know they can.

Subject: Renegade Alert Light Tank
Posted by [NeoX](#) on Sat, 17 Jul 2004 03:10:34 GMT
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Its ok if they need it it just the fact that Ack lies and then ends up pushing it back is gay. And makes fun of other teams for taking so long with a patch.
Fact you said it was coming out no matter what at July 15 features will be cut ect.

Subject: Renegade Alert Light Tank
Posted by [Aurora](#) on Sat, 17 Jul 2004 03:19:19 GMT
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NeoXIts ok if they need it it just the fact that Ack lies and then ends up pushing it back is gay. And makes fun of other teams for taking so long with a patch.
Fact you said it was coming out no matter what at July 15 features will be cut ect.

Subject: Renegade Alert Light Tank
Posted by [jonwil](#) on Sat, 17 Jul 2004 03:29:05 GMT
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SuperFlyingEngil heard the news - you can't push the schedule back for RenAlert .993 to August 1st. Just forget about making new models, start the beta test Sunday, run it for two days, compile the patch, and ship it out. Bug fixes are what .9935 is for.

Your team can do it. I know they can.

I agree, release a version say next week or something and call it a "public beta" then you can release a "final version" sometime in august or so. It means that the fans can get to experience all the good work you guys have been doing. Plus, it means that more people will be testing the mod, ergo more chance to find bugs. And it means that you dont need to work quite as fast to get the "final 0.993" polished and tidied up and finished. And you can put bug fixes that (under the current plan) would end up in 0.9935 into 0.993.

Just my 2 cents.

Subject: Renegade Alert Light Tank
Posted by [Aircraftkiller](#) on Sat, 17 Jul 2004 03:31:02 GMT
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Every release thus far has been a public beta. It won't be "finished" until 1.0.

Subject: Renegade Alert Light Tank
Posted by [jonwil](#) on Sat, 17 Jul 2004 03:35:47 GMT
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what I mean basicly is instead of releasing 0.993 early august, release "0.993 prerelease" or something kind of nowish then release 0.993 (with more bugs fixed and stuff than would be fixed in an early august release with no preview/public release/whatever) middle of august or something.

agaon, just my 2c.

Subject: Renegade Alert Light Tank
Posted by [Renx](#) on Sat, 17 Jul 2004 03:49:27 GMT
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It wouldn't be worth it. Too time consuming to put together an un-needed patch, and would take away from the time NeoSaber could be using to get more things working

Subject: Renegade Alert Light Tank
Posted by [SuperFlyingEngi](#) on Sat, 17 Jul 2004 04:08:30 GMT
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Then unload .9935 on us at the end of August or some time when everyone has had enough time to cruise around the maps to find bugs/balance issues. I suggest putting a sticky on these forums for people to post bugs in - if you did something like that on the RenAlert forums, a ton of people would feel obligated to make 10 different posts, and it would go straight to hell with retard ideas taking up dozens of pages. But didn't you all say it would be July 15th at latest no exceptions? Who cares if there are a few bugs? Just use moderators to keep the bug exploits down, and it'll be FINE until .9935 comes out. So far you've pushed the release date back twice from the final, no exceptions release date. Just put an end to it.

Subject: Renegade Alert Light Tank
Posted by [Hav0c](#) on Sat, 17 Jul 2004 08:26:22 GMT
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Can't wait to get behind the err wheel of this one Looks real nice

Subject: Renegade Alert Light Tank
Posted by [Deactivated](#) on Sat, 17 Jul 2004 08:36:32 GMT
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The Hulk says:

Model good.
Texture bad. Arrrgh! Hulk ANGRY!

Subject: Renegade Alert Light Tank
Posted by [Slash0x](#) on Sat, 17 Jul 2004 08:58:38 GMT
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The treads aren't on the back wheels. Have fun trying to get anywhere this that tank.

Subject: Renegade Alert Light Tank
Posted by [PermaGrin](#) on Sat, 17 Jul 2004 09:08:39 GMT
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^^ What the fcuk are you talking about? The outside of the back cylinder sticks out further and it is larger, as to keep the tread from coming off.

Subject: Renegade Alert Light Tank
Posted by [Renardin6](#) on Sat, 17 Jul 2004 11:56:44 GMT
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Model is good.

Texture is really bad. The scratch on the metal look like dirty concrete wall... I have never seen any tank looking like that... I think darkblade should make the texture (same for Red eye launcher).

Subject: Renegade Alert Light Tank
Posted by [Sir Phoenixx](#) on Sat, 17 Jul 2004 13:11:54 GMT
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Slash0xThe treads aren't on the back wheels. Have fun trying to get anywhere this that tank.

The treads go exactly where they're supposed to go on the last gear.

(Just for the record, since giving the last gear actual teeth would add way too many polygons, I left it as a simple cylinder (almost simple...) and made it's UVW mapping seperate from that of the other gears, so that the teeth can be added by the texture, but Aircraftkiller wanted it to be the same as the other gears... (I also originally left the backs of the gears seperate...))

Subject: Renegade Alert Light Tank

Posted by [HELLBILLY DELUXE](#) on Sat, 17 Jul 2004 14:09:48 GMT

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Model is really nice.

Texture is nice, but the wheels somehow look strage.

Subject: Renegade Alert Light Tank

Posted by [pulverizer](#) on Sat, 17 Jul 2004 14:37:33 GMT

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looks great. I think the texture looks cool. good job

Subject: Renegade Alert Light Tank

Posted by [Renardin6](#) on Sat, 17 Jul 2004 15:39:38 GMT

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when you look at that :

You see the med tank. Compared to the new light tank. You can see the new light tank is like a tank from the stone age.

Why did you give up this one ?

Wich is a total pwnage work.

I don't say that to bash, but when you have a kick ass model, you shoudl keep it.

Subject: Renegade Alert Light Tank

Posted by [Deactivated](#) on Sat, 17 Jul 2004 15:59:16 GMT

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Renardin6

I don't say that to bash, but when you have a kick ass model, you shoudl keep it.

Or share it when you don' need it anymore.

Subject: Renegade Alert Light Tank

Posted by [NeoX](#) on Sat, 17 Jul 2004 16:16:09 GMT

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Lol sea mans upto somthing...hehehe. THE only beed i have is the fact that theres such a big time period difference between the M1A1 and the M60 which looks like a WW2 tank. But it looks pretty good.

Subject: Renegade Alert Light Tank
Posted by [Slash0x](#) on Sat, 17 Jul 2004 19:00:36 GMT
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PermaGrin^^ What the fcuk are you talking about? The outside of the back cylinder sticks out further and it is larger, as to keep the tread from coming off.

Bite me...

Sir PhoenixxThe treads go exactly where they're supposed to go on the last gear.

(Just for the record, since giving the last gear actual teeth would add way too many polygons, I left it as a simple cylinder (almost simple...) and made it's UVW mapping seperate from that of the other gears, so that the teeth can be added by the texture, but Aircraftkiller wanted it to be the same as the other gears... (I also originally left the backs of the gears seperate...))

Thanks for the EXPLANATION "without" the sarcasm from hell...

EXPLANATIONS are better than FLAMING over something so dumb... :rolleyes:

OVERALL:

Nice model. To bad I cannot do texture very well, anyone have so good tutorials for gaming textures for 3d models? Thanks in advance.

Subject: Renegade Alert Light Tank
Posted by [Renx](#) on Sat, 17 Jul 2004 20:00:19 GMT
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The old model wasn't as good, and it looked stupid to have a 75mm shell coming from that small of a barrel.

This one is better, and looks more like the light tank from Red Alert.

Subject: Renegade Alert Light Tank
Posted by [Aircraftkiller](#) on Sat, 17 Jul 2004 21:03:01 GMT
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Is it just me, or is Retardin saying "Concrete" just for the sake of it now?

And no, SeaMan, you're not getting our work. Don't even try that.

Subject: Renegade Alert Light Tank
Posted by [Spice](#) on Sat, 17 Jul 2004 21:41:04 GMT
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LOL anyways maybe make the old one as an extra? That would be a nice bonus for us.

Subject: Renegade Alert Light Tank
Posted by [Naamloos](#) on Sun, 18 Jul 2004 00:03:31 GMT
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Don't trow that old model away, just keep it in for fan maps, like the phase transport. (or extra)

Subject: Renegade Alert Light Tank
Posted by [Aircraftkiller](#) on Sun, 18 Jul 2004 00:12:53 GMT
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No.

Subject: Renegade Alert Light Tank
Posted by [SuperFlyingEngi](#) on Sun, 18 Jul 2004 00:55:05 GMT
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.993 by July 20th! .993 by July 20th!

Pleeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeease!!!!

Just launch your third, final beta tomorrow, run it for two days, fix the bugs, then start compiling the patch. When people playing the public beta discover bugs, just like in .992, you can use moderators [Every time more than ten people are on, one of them is certainly a moderator because there are so many.] to boot people who exploit bugs, and fix them all in a month or two with .9935.

Subject: Renegade Alert Light Tank
Posted by [NeoSaber](#) on Sun, 18 Jul 2004 01:08:04 GMT
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If we released v0.993 on the 20th, there would be no maps with naval units or air units. Over half the GUI would be missing and the game on whole would probably be too unbalanced to be entertaining for more than 10 minutes.

Also, to make the 20th release, we would have needed to started compiling the final patch yesterday, so there would be time to make sure it didn't have any obvious oversights.

Subject: Renegade Alert Light Tank
Posted by [2000_years](#) on Sun, 18 Jul 2004 01:17:31 GMT
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This light tank model is great, much better than the old one.
It's amazing that a pompous anime-loving git such as AircraftKiller can actually product something decent.

Well done.

Subject: Renegade Alert Light Tank
Posted by [Slicer_238](#) on Sun, 18 Jul 2004 05:03:18 GMT
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Anyone else notice what the bac of the tank says?

Subject: Renegade Alert Light Tank
Posted by [bigjoe14](#) on Sun, 18 Jul 2004 06:02:32 GMT
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NeoX is a fag?

Subject: Renegade Alert Light Tank
Posted by [Gernader8](#) on Sun, 18 Jul 2004 06:07:14 GMT
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Aww so close, good try though

Subject: Renegade Alert Light Tank
Posted by [Renardin6](#) on Sun, 18 Jul 2004 15:33:30 GMT
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Quote:And no, SeaMan, you're not getting our work. Don't even try that.

It would be so hard to help each other and share some not-used stuff... :rolleyes:

One of the main reasons of the shits in this community.

Subject: Renegade Alert Light Tank
Posted by [SuperFlyingEngi](#) on Sun, 18 Jul 2004 15:57:07 GMT

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No, ACK's right to protect his team's work, Renardin, and not just give it out for other people to stick in their mods. Sir Phoenixx and whoever textured that model took a good amount of time to try and make it look good, and if they don't want to give it out, then pressure should not be put on them to give it out. If you want a Bradley for your mod, then just make a better one. I know, Seaman, it's hard to make anything good when you can't steal old Westwood assets, but you can at least try.

Subject: Renegade Alert Light Tank
Posted by [Renx](#) on Sun, 18 Jul 2004 15:59:32 GMT

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Actually, Monkey Phonics modeled the old one(the one renardin posted).

The light tank in .9925(and all version before it) was made by Gernader8.

Subject: Renegade Alert Light Tank
Posted by [Deactivated](#) on Sun, 18 Jul 2004 17:06:03 GMT

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SuperFlyingEngilf you want a Bradley for your mod, then just make a better one.

Yes I have one, but it isn't completed yet.

Subject: Renegade Alert Light Tank
Posted by [Aircraftkiller](#) on Sun, 18 Jul 2004 19:44:12 GMT

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RenxActually, Monkey Phonics modeled the old one(the one renardin posted).

The light tank in .9925(and all version before it) was made by Gernader8.

Actually, all the vehicles were made by Agent Gibson. Gernader8 only did structures.

Subject: Renegade Alert Light Tank
Posted by [Gernader8](#) on Sun, 18 Jul 2004 19:45:55 GMT

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RenxActually, Monkey Phonics modeled the old one(the one renardin posted).

The light tank in .9925(and all version before it) was made by Gernader8.

No, Agent Gibson made it. I made the Ranger, and Gibson textured that.

Edit: You beat me to it Ack.

Subject: Renegade Alert Light Tank

Posted by [Renx](#) on Sun, 18 Jul 2004 20:26:22 GMT

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Ah shit. I was thinking he only made the infantry.

Subject: Renegade Alert Light Tank

Posted by [Mad Ivan](#) on Mon, 19 Jul 2004 07:53:08 GMT

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actually, AK, Renardin has a point. It looks somehow...alien...i dont know how to explain it...a strange mix between concrete and plastic and the rust is giving it a feel of brown paint sprayed here and there...

Subject: Renegade Alert Light Tank

Posted by [Aircraftkiller](#) on Mon, 19 Jul 2004 07:56:44 GMT

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It looks exactly like the real tank. Take that up with Chrysler Motor Company.

Subject: Renegade Alert Light Tank

Posted by [Fabian](#) on Mon, 19 Jul 2004 16:19:00 GMT

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less concrete looking than your past work. 6.5/10.

Subject: Renegade Alert Light Tank

Posted by [Mad Ivan](#) on Mon, 19 Jul 2004 16:33:02 GMT

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the previous one looked better.

But seeing how mod devs care lesser about community, i doubt my note will be taken in consideration...

Subject: Renegade Alert Light Tank
Posted by [NeoX](#) on Mon, 19 Jul 2004 19:05:59 GMT
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Your right on that one.

Subject: Renegade Alert Light Tank
Posted by [Aircraftkiller](#) on Mon, 19 Jul 2004 21:00:57 GMT
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Mad Ivanthe previous one looked better.
But seeing how mod devs care lesser about community, i doubt my note will be taken in consideration...

What're you talking about? The old tank, while having good geometry, had a horrible texture. It was pasted together from pictures of Bradley IFVs from the Internet and had a very low resolution UV scale on the 512x map it was using.

Furthermore, it wasn't the tank from Red Alert. Regardless of how "good" it looked, it didn't belong and isn't going in.
