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Subject: Renegade Alert Missile Sub

Posted by [Sir Phoenixx](#) on Mon, 28 Jun 2004 23:10:08 GMT

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Quote:if you're going to spend a 1024 then make it square... video cards will basically make the 256 a 1024 when it loads into memory. You can make a shitload of details with a 1024X1024 map... I still dont make game textures with a 1024 yet! LOL.

What are you talking about? No one said anything about 256x1024 texture maps.

The Missile Sub uses a 1024x1024 texture, about half of it is the top and bottom of the missile sub.

Quote:SO I MAKE A CRITIC : THAT TEXTURE IS BAD, IMPROVE IT ! IT LOOKS LIKE A CONCRETE WALL !

And you have yet to post ANY constructive criticism about the texture, just 'IT SUCKS! LOOKS LIKE A CONCRETE WALL!', the only difference between that and 'IT SUCKS! LOOKS LIKE SHIT!' is the comparision. Plus, there's nothing concrete about the texture, concrete is rough and usually light gray, this is mostly smooth and black.

Quote:...what about the constructive criticism i offered, that no sane nation would build such an expensive vessel and give it giant "PLEASE SHOOT ME" external missile launchers? you put the internal silos on the texture, use those.

Again, this is a Red Alert mod, not a realism mod. What part of that do you not understand? Where the missiles are launched from in real life doesn't matter AT ALL, in Red Alert the Missile Sub fired it's missiles from two box launchers mounted externally. Plus, there are NO silo doors on the texture, also, the submarine that the missile sub was made after didn't have missile silos on it.

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