**Subject: Scud launcher for Operation Flashback**
Posted by Havoc 89 on Mon, 29 Dec 2003 01:51:40 GMT
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Took me 4 hours to model it, poly is a bit higher than 3000.

---

**Subject: Scud launcher for Operation Flashback**
Posted by spreegem on Mon, 29 Dec 2003 01:59:10 GMT
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OMG that R0xx0rz! That looks so good, can't wait for it to be skinned then it will look even better.

---

**Subject: Scud launcher for Operation Flashback**
Posted by SuperFlyingEngi on Mon, 29 Dec 2003 02:08:27 GMT
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snazzy

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**Subject: Scud launcher for Operation Flashback**
Posted by Try_lee on Mon, 29 Dec 2003 03:54:31 GMT
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Ummmmm... Flashback?

---

**Subject: Scud launcher for Operation Flashback**
Posted by CnCsoldier08 on Mon, 29 Dec 2003 06:45:18 GMT
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isnt flashback renegade to red alert? i dont recall a scud launcher in red alert. do u mean a V2?

---

**Subject: Scud launcher for Operation Flashback**
Posted by bigejoe14 on Mon, 29 Dec 2003 07:02:57 GMT
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I beleive he does.

---

Subject: Scud launcher for Operation Flashback
Posted by Havoc 89 on Mon, 29 Dec 2003 07:20:12 GMT
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yep it is the V2 Rocket Launcher

---

Subject: Scud launcher for Operation Flashback
Posted by Sir Phoenixx on Mon, 29 Dec 2003 13:05:56 GMT
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No, that is not the Red Alert V2 Rocket Launcher. That is a Scud Launcher. This is what the Red Alert V2 Rocket Launcher looked like:

The Scud Launcher (and that model) don't even look like the Red Alert V2.

---

Subject: Scud launcher for Operation Flashback
Posted by Nodbugger on Mon, 29 Dec 2003 14:51:14 GMT
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I think there is too much going on in back. For the detail put on that part you could have put detail into parts people notice more.

---

Subject: Scud launcher for Operation Flashback
Posted by OrcaPilot26 on Mon, 29 Dec 2003 16:35:55 GMT
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didn't you already make a scud launcher model? it was for that existence mod

---

Subject: Scud launcher for Operation Flashback
Posted by Havoc 89 on Mon, 29 Dec 2003 18:11:34 GMT
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To Sir Phoenix

hmm... well i was just told to make a scud launcher to replace the old V2 rocket launcher.

i've never seen a decent picture of the V2 before, i've always thought it was a scud launcher.

---

To nod bugger

Well the thing is, this thing already has too much polys in triangles, around 3000, and if i put more detail, it will kill renegade.

To OrcaPilot

Yes i have modeled a Scud Launcher for that mod, but this is a new version.


well if laubie wants me to model a v2 than i can model that, and maybe release this scud Launcher in my 2nd model pack.

---

Subject: Scud launcher for Operation Flashback
Posted by spreegem on Mon, 29 Dec 2003 19:37:44 GMT
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When wil you be releasing your second model pack? I have your first one on my site, so I would like to have the second one on it too if you let me. Unfortunately my site is down, we fried the router yesterday night and switched over to the other one we had and it's not working now . . . STUPID BELKIN PIECE OF SHIT!

---

Subject: Scud launcher for Operation Flashback
Posted by Havoc 89 on Mon, 29 Dec 2003 20:40:01 GMT
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ill release it when i got a few more models done.

---

Subject: Scud launcher for Operation Flashback
Posted by Ferhago on Mon, 29 Dec 2003 21:59:24 GMT
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As far as im concerned operation flashback is going to have more of a WWII feel to it than a Red alert feel to it.

---

Subject: Scud launcher for Operation Flashback
Posted by Nodbugger on Tue, 30 Dec 2003 00:46:17 GMT
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As I have said before polys don't really matter in renegade. There is a limit but adding a few

hundred polys onto that model will not make a difference from normaly gameplay. Unless your talking about a 50 person server where everyone is using one of these.

---

Subject: Scud launcher for Operation Flashback
Posted by spreegem on Tue, 30 Dec 2003 01:20:08 GMT
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So what is the difference between operation flaskback and RenAlert, they are both RedAlert mods? or are they the same thing?

---

Subject: Scud launcher for Operation Flashback
Posted by OrcaPilot26 on Tue, 30 Dec 2003 01:49:34 GMT
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RenAlert is an actual [quality] mod... a mod that it's team actually works on.

---

Subject: Scud launcher for Operation Flashback
Posted by Sir Phoenixx on Tue, 30 Dec 2003 03:20:24 GMT
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Operation Flashback has VERY LITTLE to do with Red Alert, even though it's supposed to be a Red Alert mod. There was actually several models and renders that were on that mod/site that they stole from Renegade Alert (and various other places).

---

Subject: Scud launcher for Operation Flashback
Posted by Havoc 89 on Tue, 30 Dec 2003 17:37:11 GMT
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Really?

i never knew that.

---

Subject: Scud launcher for Operation Flashback
Posted by Sir Phoenixx on Tue, 30 Dec 2003 17:40:51 GMT
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It was like a couple character models that they said was theirs which came from Renegade Alert, a weapon or two which came from an online model place, etc.

---

Subject: Scud launcher for Operation Flashback
Posted by Havoc 89 on Tue, 30 Dec 2003 18:09:20 GMT
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ah... ic

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Subject: Scud launcher for Operation Flashback
Posted by Havoc 89 on Tue, 30 Dec 2003 21:59:28 GMT
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Well i made the V2

and ill add the Scud Launcher into my second model pack.

---

Subject: Scud launcher for Operation Flashback
Posted by SuperFlyingEngi on Wed, 31 Dec 2003 02:57:54 GMT
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again, snazzy.

---

Subject: Scud launcher for Operation Flashback
Posted by PsycoArmy on Sun, 04 Jan 2004 14:19:58 GMT
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I gave the weapon models from site, I didn't know, nor would have i cared or told 'em anyways.
Basically I can do anything I want as long as its legal...

---

Subject: Scud launcher for Operation Flashback
Posted by MonkeyPhonic on Sun, 04 Jan 2004 22:46:53 GMT
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it's better, but still not quite right, it's missing a set of wheels for one thing, have you lowered the
poly count? It looks very angular for 3k

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