
Subject: Re: Renegade Comic

Posted by [Veyrdite](#) on Sat, 07 Jun 2008 08:22:11 GMT

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Goztow wrote on Sat, 07 June 2008 17:49That's pretty cool, mate! Nice going .

Thanks

EDIT: Havoc posing

Extra Notes:

In the PKG file havoc actually appears after 20 seconds (customs and disabled spawners). I planned to do that so I could have some shots with him in and out of the picture. In the end his "head place" was chopped out of the only image for this comic without his head in the first place. The soldier had no innate behaviour (so he wouldn't turn, move or engage combat). He would gesture every now and then (as you can see in the images) so I was able to take advantage of those moments.

Finally I used the hud0 console command for taking the screenshots.

File Attachments

1) [EP01_Extra_01_thumb.jpg](#), downloaded 681 times



2) [EP01_Extra_01.jpg](#), downloaded 358 times

COM01_M04.lvl - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Game Cam Lite: Ready

Audio Off

Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\COMIC\terrain\levels\level_04_0112\L4_SR_I_LM05+\4.tga - only 24 and 32 bit
TimeManager::Update: warning, frame 458 was slow (883105 ms)
TimeManager::Update: warning, frame 459 was slow (1389030 ms)

Ready

COMIC

Camera (-7.06,-79.63,5.17)

Frame