
Subject: Re: [SKIN] Beta Nod Soldier reskin
Posted by [Reaver11](#) on Fri, 21 Aug 2009 01:35:12 GMT
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Nightma12 wrote on Thu, 20 August 2009 18:39
Reaver11 wrote on Thu, 20 August 2009 18:28
Well most of the beta items have a good reason why they are skipped. I could explain it all but that would be a long story

Why? 99% of them were better.

There are several reasons. First things first till my knowledge westwood made like three different versions of Renegade. While in gamedevelopment the computers changed a lot
One big issue back in those days for model changes where the game requirements.

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For instance take the remodeld advanced powerplant. This thing is huge and it consumes alot of polygrons. I remember Phatlankton saying that it lagged his gmax and there where plans to use the building in the missions but it kinda was too complex and very demanding on the pc.
(Remember this was around the year 2000-2001, people where on p2/lowend p3's)

Main raison why the buildings changed was the visibility system. Tbh the vis in Ren sucks. Which means originaly big outdoors maps where hard to make and no pc could handle it those days.
(with renegades vis system) This is also the reason why most Ren buildings just are a closed box. Meaning doors closed you wont need interiors to draw.

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The same reasons as for the adv nod pp go for the refinery its big. This one could have been used in singleplayer in my eyes but was skipped out due to changes of the singleplayer concept. (In the Logan days you where a commando assisting in an aow game and not a special sneaky havoc who sneaks into anything)

Next thing is that the doors and corridors are half the size of the current Renegades buildings. Which means most of the interior should be redone to get it to work properly online.

In the end of this video you will see more of these small doors ->
http://www.youtube.com/watch?v=_3MhifOZEPE&feature=related

This is the version where logan was in charge and guns where like 80 polys. (See the m203 in a few posts above, if you want to check if it is real open up the orca entry animation and click unhide and you will find logan with the m203 and the m203 backmodel). Also to my knowledge there was no firstperson mode in that old Ren.

Next thing take the orcalifter. Its just a driving box. Which is skipped due to gameplay reasons it would have been as useless as having a cargotruck in the current Ren aow but then bigger. Hench its nearly bigger then a mammoth tank.

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Most of the old vehicles have been changed when westwood was really adding multiplayer. Take

the old buggy for instance

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This buggy was ment to be controlled by two persons. Imagine the current Renegade aow and that you would have to have two players control a Buggy while you can control a medtank with one person? Gameplay wise buggys would get worthless quickly. Also the persons inside are visible and the gunner is too. Which means the buggy cannot fire 360 degrees. Biggest reason it is skipped you would have to display the entry animation and keep the charachters visible ingame which means more polys and a more demanding game. (The reconbike had visible persons inside even the orca had it)

I have to admit the old vehicles looked alot more like CnC Tiberian Dawn. Still the Nod Flametank had a very complex suspension system which would handle a suspension limit of 0.2 Which would make it able to drive but if you encounter a slope it gets stuck, bluehelled or just fails at it + it is very big. Also it has no turret. try using a flamer without the turret setting when humvees just cirle around you and kill you.

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The Lighttank has suspension issues also its suspension length should be 0.25 but it just wont handle that way in Renegade. And in comparison with the mediumtank that Renegade has these models are high-pollied.

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Basically in a nutshell. These vehicles proved to be to highpolyied and some where just not fit for a good gameplay.

For weapons it mostly deals with taste the old weapons from 2000-2001 where just underpolyied incompare to the Renweapons now. (the m203 had 80 polys a sniper now has 1500 polys). Some weapons just got different rolls like the automaticshotgun is a grenadelauncher now. Its just that we never had those guns and they look different.

Also one main reason for a lot of changes was that Westwood kinda had too much ideas and was turning Renegade in a DNF project. (Hench it missed shipping twice)

Basically the game had a lot of features(These are skipped):

- Animated vehile entry animations <http://www.youtube.com/watch?v=y2i7NZlutjA> (its around 40 seconds) Also note that the camera is having alot of issues with these small corridors in buildings.
- Persons inside vehicles: Well just more polygrons to render.
- Dodge: Like unreal does it only the AI kept rolling on on ledges
- Controlable base defences
- Capturable techbuildings (mutantlab/mutantpct)
- Call for backup in missions (Calling like an orca strike etc)
- Mobile gunemplacements

The main raison for change is just gamedesign, the earlier guns and vehicles just werent fitting and too demanding for the pc's back when Renegade was being made.

I hope this explained alot if not just ask.

Note:

All these models shown are released. I will add some new found / fixed stuff lateron in my pack.

http://www.renz0r.net/Renegade_beta_assets_pack_1.0.zip
