
Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Deactivated](#) on Thu, 06 May 2004 19:45:15 GMT

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The Nod Surface-to-Air Missile Site fires missiles at airborne units.
When it is recessed in the ground, it is difficult to harm.
When the launcher is exposed, it will take damage easily.
Use explosives to destroy it quickly.

Model: Genocide

Texture: Genocide (apart from base)

Click on the image to view bigger version.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [TnTANDY](#) on Thu, 06 May 2004 20:01:07 GMT

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very nice
Good Job

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [icedog90](#) on Thu, 06 May 2004 20:34:32 GMT

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The model is good. The texture is OK. Can you repost better quality images? They are compressed too much.

How many polygons does it have?

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Spice](#) on Thu, 06 May 2004 21:09:59 GMT

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The quality of the images seemed fine to me. The Texture is quite awesome.

Poly count?

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [gendres](#) on Thu, 06 May 2004 21:29:49 GMT

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very nice

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [maytridy](#) on Thu, 06 May 2004 22:27:42 GMT

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Could you please post a bigger picture?

Subject: Re: C&C Commando: Surface-to-Air Missile Site
Posted by [Spice](#) on Thu, 06 May 2004 22:55:04 GMT

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Big Enough?

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Oblivion165](#) on Thu, 06 May 2004 23:08:50 GMT

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maytridyCould you please post a bigger picture?

Ever hear of a thumbnail?

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [NeoX](#) on Thu, 06 May 2004 23:12:36 GMT

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Be NICE or ELSE!

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [maytridy](#) on Thu, 06 May 2004 23:28:30 GMT

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Thanks EXdeath.

oblivion165maytridyCould you please post a bigger picture?

Ever hear of a thumbnail?

Of course I've heard of a thumbnail. :rolleyes: But a thumbnail is barely adequate to show off your work for a mod, especially when it's that small.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [mike9292](#) on Thu, 06 May 2004 23:55:53 GMT
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Did you try to click on the thumbnail?

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [TnTANDY](#) on Fri, 07 May 2004 00:19:36 GMT
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Now I see it in a bigger prospective, VERY NICE, I gotta say!
(again)
Good Texturing m8, keep it up

Andy

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Spice](#) on Fri, 07 May 2004 01:29:46 GMT
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NeoXBe NICE or ELSE!

Wasnt being mean Posting a bigger pic for maytridy

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Oblivion165](#) on Fri, 07 May 2004 02:14:23 GMT
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Quote:Of course I've heard of a thumbnail. :rolleyes: But a thumbnail is barely adequate to show off your work for a mod, especially when it's that small.

OMFG

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [maytridy](#) on Fri, 07 May 2004 02:19:42 GMT
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mike9292Did you try to click on the thumbnail?

Oh wow. Magic... :oops:

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [icedog90](#) on Fri, 07 May 2004 02:27:34 GMT
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It seems someone is failing to tell me the poly count.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Oblivion165](#) on Fri, 07 May 2004 06:08:04 GMT
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you always ask about that, why do you care so?

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [icedog90](#) on Fri, 07 May 2004 06:42:01 GMT
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Because, it may look good, but what if it were 1000 polygons or more? People with machines like mine won't really get a performance decrease with things like that, but what about people with 500mhz? or 16mb video cards? They are the people who run between 4 - 15 fps. How I know? Because I had a machine like that and it sucked ass. Every fan map I played ran mega slow, and if this mod has a goal to make Renegade look better and have more polygons, then people who have sucky systems will be doomed. Now, if I run a fan map, I'll find it going about the same speed as the official levels, sometimes more.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [drunkill](#) on Fri, 07 May 2004 06:47:30 GMT
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bloody nice, but one thing very important is missing...

the red and black stripes...i think you should change it, then its a true Nod structure... needs to be red and black...

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Deactivated](#) on Fri, 07 May 2004 08:33:15 GMT
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drunkillthe red and black stripes...i think you should change it, then its a true Nod structure... needs to be red and black...

They're warning stripes (do not pass this area), they are supposed to be black and yellow.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Deactivated](#) on Fri, 07 May 2004 08:45:10 GMT
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icedog90It seems someone is failing to tell me the poly count.
And if this mod has a goal to make Renegade look better and have more polygons, then people who have sucky systems will be doomed. Now, if I run a fan map, I'll find it going about the same speed as the official levels, sometimes more.

Its polycount is: More-than-your-6-year-old-computer-can-handle

Their computers are already doomed.
We're supposed to advance, not wander in the past.
Anyway, a computer from 2000 will be able to handle Commando just fine..
600mhz processor, 2nd-generation GPU video card (GeForce 2), 64 MB memory..

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Deactivated](#) on Fri, 07 May 2004 08:48:09 GMT
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maytridymike9292Did you try to click on the thumbnail?

Oh wow. Magic... :oops:

Maybe I should have put it this way:
Click on the image to view bigger version.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [drunkill](#) on Fri, 07 May 2004 10:31:17 GMT
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i know there warning, but i'd like it if it was like Command & Conquer, with the red and black stripes... well maybe if you ever re-do a few things, you can redo the SAM, make it a little bigger, like longer and wider, more rectangle, so its like it was ingame, and as well with the black and red stripes, but it is up to you, i'd just wish it was like C&C TD.

EDIT: and i forgot, the stripes go around the edge of the concerte, heh, just if ya redo it, i think the same size id fine, just make the stripes around the edge, then i'm happy! AND THATS ONE MORE FAN THAT WILL BE PLEASED, WHAT DO YA SAY? HEH???

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Sir Kane](#) on Fri, 07 May 2004 12:38:38 GMT
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SeaMandrunkillthe red and black stripes...i think you should change it, then its a true Nod structure... needs to be red and black...

They're warning stripes (do not pass this area), they are supposed to be black and yellow.

Someone needs to play TD again.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [drunkill](#) on Fri, 07 May 2004 12:52:29 GMT
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okay, i could not find one on planet C&C with it ingame, but still, look at the purchase icon...

you might be basing it off a vid clip or somthing, but you mostly see them ingame, so people would be reminded...

here is it, look in the build menu.

<http://www.planetcnc.com/images/image.asp?/tiberiandawn/gameinfo/imagegallery/in-game07.jpg>

see there, red and black striped rim, and as well, i think oyu should make the area that it pops up in bigger, so a bigger door part.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Genocide](#) on Fri, 07 May 2004 16:00:49 GMT
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Thanks for Giving me credit Seaman, perhaps in future you will eh?

Model: Genocide
Texture: Genocide (apart from base)

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Oblivion165](#) on Fri, 07 May 2004 16:59:28 GMT
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looks good, a bit small though. It is kinda weird how you cant drive over it, it will get in the way all of the time.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Blazer](#) on Fri, 07 May 2004 17:07:12 GMT
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Yeah my only worry was that you could damage it by hitting the invisible worldbox part, which would totally negate the usefulness of it going underground.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Spice](#) on Sat, 08 May 2004 00:53:21 GMT
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So im guessing the poly count is too high :rolleyes:

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [icedog90](#) on Sat, 08 May 2004 01:05:26 GMT
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SeaManIts polycount is: More-than-your-6-year-old-computer-can-handle

Look here, I never said I had a "More-than-a-6-year-old-computer", I said other people's computers. My computer is so fucking fast it'll blind you before you see it.

Why are you too afraid to reveal the poly count? It is obvious it is very high. Any modeler who is asked to reveal their poly count should, and everyone I've seen has, but you fail to possess this ability.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [htmlgod](#) on Sat, 08 May 2004 01:14:58 GMT
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The model isn't bad, except that it obviously has an outrageously high polygon count, otherwise you wouldn't refuse to tell it to us. The texture isn't bad, except waaaay too much noise. Looks like it started out nice and clean and someone just added noise in photoshop a couple dozen times. And the mapping is pretty bad. So yeah - other than the bad texturing and outrageously high polygon count, I love it.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Oblivion165](#) on Sat, 08 May 2004 02:12:39 GMT
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who cares

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [drunkill](#) on Sat, 08 May 2004 06:46:25 GMT
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hmmm... i think it should be the same size and shape as the SS SAM...

they did it great, except the opening and shooting part heh.

but theres was good, but the texture could of been better.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Deactivated](#) on Sat, 08 May 2004 09:40:28 GMT
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GenocideThanks for Giving me credit Seaman, perhaps in future you will eh?

I never said that I made it.

<http://www.cannis.net/commando/team.php>

drunkillsee there, red and black striped rim, and as well, i think oyu should make the area that it pops up in bigger, so a bigger door part.

You can hardly tell the shape from a sprite that's only about 15x15 pixels.

Commando models will not be based on how they looked ingame, they will be based on renders (including cutscenes) and real life pictures.

But of course, I can make a special "Drunkill edition" with tiny base and red&black stripes.

oblivion165looks good, a bit small though. It is kinda weird how you cant drive over it, it will get in the way all of the time.

It's going to reeeal fun when you drive over it and it flips over your Buggy.

Yet even funnier is when it fires its missiles... BOOM. Your buggy and SAM Site is gone. :rolleyes:

BlazerYeah my only worry was that you could damage it by hitting the invisible worldbox part, which would totally negate the usefulness of it going underground.

:rolleyes:

BZZT! Sorry, wrong answer! You just lost your chance to win a million bucks.

The worldbox is used for only physical collision detection.
Bullet collision is applied to the model itself.

icedog90

Why are you too afraid to reveal the poly count? It is obvious it is very high. Any modeler who is asked to reveal their poly count should, and everyone I've seen has, but you fail to possess this ability.

It's 1044. Why it does bother you so much?
Any computer from year 2000 can handle it.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [icedog90](#) on Sat, 08 May 2004 21:31:52 GMT
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What bothers me is that you could have something looking just as nice, with less polygons.
Having more polygons doesn't make it high quality, it only does if they have a good purpose.

Here's a tip:

The areas I have marked are places that should be less rounded. The curves on the SAM Site could probably be left the same if Geno makes the corners of the base at right angles. Making the corners rounded makes no sense at all, plus they mess up the texture. I think they'll be way better off less rounded.

Doing this will reduce the polycount to probably 600 - 700, which is OK. Now for that texture.
:rolleyes:

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [htmlgod](#) on Sat, 08 May 2004 23:32:15 GMT
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Just look how distorted that texture is.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [drunkill](#) on Sat, 08 May 2004 23:58:56 GMT
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no, the stripes need to be closer to the edge, not right at the edge, but closer to it...

EDIT: and anyway, people would like it better like that, coz its sooo much more true to TD, it wuld

so rock if it was like that. and as well, that building can be soo much smaller, well the closed one can. its only a box, with a slight indentation for the doors...

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Deactivated](#) on Sun, 09 May 2004 18:37:19 GMT
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Don't forget that the SAM site has an interior (non-accesable) where it goes underground.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [Doitle](#) on Mon, 10 May 2004 03:10:04 GMT
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Ice dog stop hassling him, I have a 400 mhz proc, and on days where I can get it to run ren, I'm happy to get my 10 fps, and polys dont degrade that. I've run some insane tests and frankly Renegade is VERY efficient model wise, in textures however, it is well, not too good. See his turret post, I posted the test I did.

So I say model away get yourself a nice looking model. Model till it's done, not till 1000 polys or such. The Sam looks wicked cool and good job man.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [icedog90](#) on Mon, 10 May 2004 05:00:55 GMT
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Frankly, you know nothing about modeling, so don't step in like that without knowing what the hell you're saying.

Polygons DO make a different, a big difference. Try making a scenery object like a tree with 1,000 polygons, and place a bunch of them in a level. Run it, and you'll get my point. You'll get a nice big difference infact, since you get 10 fps, lmao, you're going to have fun running this mod.

Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [PsycoArmy](#) on Mon, 10 May 2004 10:58:35 GMT
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BlazerYeah my only worry was that you could damage it by hitting the invisible worldbox part, which would totally negate the usefulness of it going underground.

OMG! you can't damage worldbox's... (unless you set them so you can)
