Subject: Infantry Aggregates Mod
Posted by Deactivated on Fri, 11 Jun 2004 13:49:52 GMT
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This little mod gives Havoc a bandana.
Flamethrower infantry, Chem Warrior and Mendoza get backpacks.

http://www.cannis.net/commando/model.php

Subject: Infantry Aggregates Mod
Posted by jd422032101 on Fri, 11 Jun 2004 14:13:19 GMT
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they seem they dont work with renguard

Subject: Infantry Aggregates Mod
Posted by Deactivated on Fri, 11 Jun 2004 14:14:57 GMT
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kaboomer23they seem they dont work with renguard

I know, they need to be informed.

Subject: Infantry Aggregates Mod
Posted by TheKGBspy on Fri, 11 Jun 2004 15:03:26 GMT
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add the cigar to mandoza

i saw that on old concept art, mandoza having a cigar, wich was looking very good. im not sure
but i think there is the w3d model of the cigar cause i saw the dds/tga file of it.

Subject: Infantry Aggregates Mod
Posted by Deactivated on Fri, 11 Jun 2004 15:06:29 GMT
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TheKGBspyadd the cigar to mandoza

i saw that on old concept art, mandoza having a cigar, wich was looking very good. im not sure
but i think there is the w3d model of the cigar cause i saw the dds/tga file of it.

There isn't.

And it wasn't Mendoza. It is original General Raveshaw on that concept.

Subject: Infantry Aggregates Mod
Posted by BabyCatjuhh on Fri, 11 Jun 2004 15:52:45 GMT
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Does it only modify Havoc's head, or his whole body? Because I am using self made skins for Havoc, and I'm wondering if it'll change the skin to default.. which I hope not. :/ Also, is there a way to modify the colours of the extra added stuff?

Subject: Infantry Aggregates Mod
Posted by Deactivated on Fri, 11 Jun 2004 15:57:10 GMT
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BabyCatjuhhDoes it only modify Havoc's head, or his whole body? Because I am using self made skins for Havoc, and I'm wondering if it'll change the skin to default.. which I hope not. :/ Also, is there a way to modify the colours of the extra added stuff?

It modifies the W3D aggregate file, not the skin.
If you want to change the color of bandana, edit p_bandana.dds.

Subject: Infantry Aggregates Mod
Posted by TheKGBspy on Fri, 11 Jun 2004 16:17:10 GMT
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c_mandoza_cigar.dds

too vbad that here isnt any cigar model for him :'(

Subject: Infantry Aggregates Mod
Posted by Deactivated on Fri, 11 Jun 2004 17:42:01 GMT
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Done

Remember kids, smoking is bad for your health.

Subject: Infantry Aggregates Mod
Posted by BabyCatjuhh on Fri, 11 Jun 2004 17:45:21 GMT

SeaManBabyCatjuhhDoes it only modify Havoc's head, or his whole body? Because I am using self made skins for Havoc, and I'm wondering if it'll change the skin to default.. which I hope not. :/ Also, is there a way to modify the colours of the extra added stuff?

It modifies the W3D aggregate file, not the skin.
If you want to change the color of bandana, edit p_bandana.dds.

Where can I find this file and how do I modify it? As I can only see some stuff in the w3d viewer and I don't really get it.. >< Sorry I haven't explained this well..

Subject: Infantry Aggregates Mod
Posted by TheKGBspy on Fri, 11 Jun 2004 17:52:42 GMT

omg seaman!!! even smoke emiter!! hehe nice. mandoz was my fav character. with that he has an uber look! GJ

Subject: Infantry Aggregates Mod
Posted by BabyCatjuhh on Fri, 11 Jun 2004 17:54:55 GMT

Anyway, good work   I like them. Keep up the modelling

Subject: Infantry Aggregates Mod
Posted by Spice on Fri, 11 Jun 2004 18:40:51 GMT

Mendoza already had a backpack...

Subject: Infantry Aggregates Mod
Posted by Deactivated on Fri, 11 Jun 2004 18:47:04 GMT

EXdeath7Mendoza already had a backpack...

Alternate Mendoza doesn't.

Here is a nice treat:
Fixed collision settings for Weapons Factory

Subject: Infantry Aggregates Mod
Posted by Spice on Fri, 11 Jun 2004 18:56:17 GMT
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oh Im getting that now   Also is that client or host activated?

Subject: Infantry Aggregates Mod
Posted by vloktboky on Fri, 11 Jun 2004 19:08:22 GMT
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EXdeath7oh Im getting that now   Also is that client or host activated?

The server says what model to draw. The client draws the actual model. That would be a client side fix.

Subject: Infantry Aggregates Mod
Posted by htmlgod on Fri, 11 Jun 2004 19:10:17 GMT
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The cigar and backpacks are pretty nice, but that bandanna looks terrible on Havoc. It looks like some kind of badly-fitting pirate paraphenalia.

Subject: Infantry Aggregates Mod
Posted by Phoenix5p on Fri, 11 Jun 2004 20:09:13 GMT
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Can you make first Mendoza model with no backpacks?

Subject: Infantry Aggregates Mod
Posted by Naamloos on Fri, 11 Jun 2004 20:14:32 GMT
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LOL!

I love those! Well, maybe not the bandanna but the rest is cool, try to send it to the people from RG so we can use them

---

Subject: Infantry Aggregates Mod
Posted by Spice on Fri, 11 Jun 2004 21:19:34 GMT
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Just Emailed mac about getting them approved along with some other models from the commando website. The bandana Version of havoc Sucks. I used everything else though.   I also grabed some other stuff from the site like the beta version of under and the old oblisk model.

Subject: Infantry Aggregates Mod
Posted by Vitaminous on Fri, 11 Jun 2004 22:02:04 GMT
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Mind enabling the backpack for the Nod flamethrowers?

Subject: Infantry Aggregates Mod
Posted by Deactivated on Fri, 11 Jun 2004 22:16:01 GMT
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AprimeMind enabling the backpack for the Nod flamethrowers?

They are.

Subject: Infantry Aggregates Mod
Posted by PiMuRho on Sat, 12 Jun 2004 05:34:35 GMT
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The beta version of Under? Why? So you can drive buggys into the tunnels?

Subject: Infantry Aggregates Mod
Posted by flyingfox on Sat, 12 Jun 2004 05:59:00 GMT
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Great work seaman, thanks a lot

Subject: Infantry Aggregates Mod
Posted by Blazer on Sat, 12 Jun 2004 06:04:23 GMT
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Im told that fixing the WF glass means that you lost the lightmapping info for the level??

Subject: Infantry Aggregates Mod
Posted by Deactivated on Sat, 12 Jun 2004 09:49:31 GMT

BlazerIm told that fixing the WF glass means that you lost the lightmapping info for the level??

Only for the weapons factory.
It is a minor sacrifice compared to what it fixes in game balance.

Subject: Infantry Aggregates Mod
Posted by Phoenix5p on Sat, 12 Jun 2004 16:06:51 GMT

So can you makeMendoza with no backpacks?

Subject: Infantry Aggregates Mod
Posted by Aircraftkiller on Sat, 12 Jun 2004 16:57:14 GMT

No, it's a horrible sacrifice for fixing something only client side, which no one else will use.

Subject: Infantry Aggregates Mod
Posted by Spice on Sat, 12 Jun 2004 18:35:22 GMT

Not unless its included in a renguard patch

SeaManAprimeMind enabling the backpack for the Nod flamethrowers?

They are.

In the model pack? I didnt see it in there.

PiMuRhoThe beta version of Under? Why? So you can drive buggys into the tunnels?

Yeap   Map was fun , not for aow but for something host when your bored.

Subject: Infantry Aggregates Mod
Posted by Vitaminous on Sat, 12 Jun 2004 20:17:15 GMT

Actually, he's right, it is!
You should re-download it.

Subject: Infantry Aggregates Mod
Posted by Spice on Sat, 12 Jun 2004 21:36:16 GMT
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Yeap it is , Ive redownloaded it 3 times now.   It wasnt in the first or second.

Subject: Infantry Aggregates Mod
Posted by Deactivated on Sat, 12 Jun 2004 21:37:47 GMT
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EXdeath7PiMuRhoThe beta version of Under? Why? So you can drive buggys into the tunnels?

Yeap   Map was fun , not for aow but for something host when your bored.

It doesn't allow you to go inside tunnels with vehicles. I have tested it.

Subject: Infantry Aggregates Mod
Posted by PiMuRho on Sat, 12 Jun 2004 22:08:11 GMT
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The original beta version of Under did. Take a buggy and you can squeeze past the rock at the PP end and get right into the tunnel.

I've got screenshots of it somewhere - it was fixed after I reported the bug.

Subject: Infantry Aggregates Mod
Posted by Blazer on Sun, 13 Jun 2004 01:15:31 GMT
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Silent Kane says he has a way to fix the glass without losing the lightmaps

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Subject: Infantry Aggregates Mod
Posted by NeoX on Sun, 13 Jun 2004 03:25:20 GMT
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The lightmaps dont even so anything to really make a difference IMO.

Subject: Infantry Aggregates Mod
Posted by Aircraftkiller on Sun, 13 Jun 2004 03:28:38 GMT
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You're an idiot.

Subject: Infantry Aggregates Mod
Posted by YSLMuffins on Sun, 13 Jun 2004 03:45:07 GMT
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Lightmaps make a big difference.

Besides, I can think of a way to fix the glass without losing lightmaps, but it's a bit longwinded. It gets the job done though.

Simply import the basic WF interior in gmax with the w3d importer and make an appropriate glass mesh to cover the window. Export the lone mesh as a simple w3d and make a proxy for it. It'd require temporary importing of every WW map, but it's the only way I can think of doing it.

There's probably a better way though. It's how I kept most of the lightmapping on Volcano flying.

Subject: Infantry Aggregates Mod
Posted by Deactivated on Sun, 13 Jun 2004 10:12:21 GMT
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E3 2001 Silver laser:
http://www.cannis.net/commando/\images\renegade\concept\ccren010.jpg

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Subject: Infantry Aggregates Mod
Posted by sfr3f on Sun, 13 Jun 2004 12:21:01 GMT
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I like the backpacks, nice add-on! The Havoc-bandana-na-na would look beter if it wasn't up so high on his head... or if he was the "Logan" model, this Havoc isn't badass enough to make a bandana look straight.

The silver laser weapons are awesome, and I think the blue laser is more accurate to real-life high power lasers, but I'm not sure on that one...

Subject: Infantry Aggregates Mod
Posted by PiMuRho on Sun, 13 Jun 2004 12:31:30 GMT
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Laser beams are invisible anyway

Subject: Infantry Aggregates Mod
Posted by Joey232k1 on Sun, 13 Jun 2004 14:28:32 GMT
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good work!

Subject: Infantry Aggregates Mod
Posted by Phoenix - Aeon on Sun, 13 Jun 2004 14:50:22 GMT
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For a laser to do damage it would have to be in the U.V or Microwave ranges.

Subject: Infantry Aggregates Mod
Posted by BabyCatjuhh on Sun, 13 Jun 2004 16:37:16 GMT
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Hmm.. are they useable with RG yet?

Subject: Infantry Aggregates Mod
Posted by Deactivated on Sun, 13 Jun 2004 16:39:53 GMT
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BabyCatjuhhHmm.. are they useable with RG yet?

DDS files are. W3ds not.

Subject: Infantry Aggregates Mod
Posted by shifty[]nash on Sun, 13 Jun 2004 16:42:38 GMT
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edit
nvm can someone delete this post?

Subject: Infantry Aggregates Mod
Posted by BabyCatjuhh on Sun, 13 Jun 2004 16:49:25 GMT
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SeaManBabyCatjuhhHmm.. are they useable with RG yet?

DDS files are. W3ds not.

I hope they get approved soon.

Subject: Infantry Aggregates Mod
Posted by Spice on Sun, 13 Jun 2004 19:48:19 GMT
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I sent a email to mac about it but yet to see them approved.   Waiting to play ren with them.

Subject: Infantry Aggregates Mod
Posted by BabyCatjuhh on Wed, 16 Jun 2004 16:10:05 GMT
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bump

Subject: Infantry Aggregates Mod
Posted by PCWizzardo on Thu, 17 Jun 2004 03:35:29 GMT
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Here's my idea of how to fix the window: Instead of adding a mesh to the structure itself, yoy could add it to the "builder" arms. That way, the mesh will block projectiles, though it may not damage to the structure (unless you can change that).

Subject: Infantry Aggregates Mod
Posted by Sanada78 on Thu, 17 Jun 2004 22:52:49 GMT
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You could just modify the extenal ag. and put a mesh by the window to block shots. That way you wouldn't loose the lightmapping.

Subject: Infantry Aggregates Mod
Posted by flyingfox on Fri, 18 Jun 2004 00:49:05 GMT
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Have these been approved yet?

Subject: Infantry Aggregates Mod
Posted by Hi-Fi Punk on Wed, 07 Jul 2004 23:27:28 GMT
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Don't work with RenGuard

Subject: Infantry Aggregates Mod
Posted by Spice on Thu, 08 Jul 2004 01:21:54 GMT
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The Renguard Team is lazy.

Subject: Infantry Aggregates Mod
Posted by Havoc 89 on Thu, 08 Jul 2004 01:28:14 GMT
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Hehe... this is kool.

Subject: Infantry Aggregates Mod
Posted by HELLBILLY DELUXE on Thu, 08 Jul 2004 12:38:47 GMT
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I think it should be allowed, cuz it gives the game a bit more of the beta flain

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