Subject: Renegade: A New Hope Update
Posted by htmlgod on Wed, 28 Jul 2004 00:53:02 GMT
View Forum Message <> Reply to Message

Shuttle Setup Complete...
 HTMLGOD just completed the final setup for our Snow Speeder model. This is a two seater vehicle. The crew member in the front seat pilots the vehicle and manages the forward cannons, while the rear-facing gunner mans the rear turret and communications. This vehicle was featured in Episode V: The Empire Strikes back, where the Rebels made a desperate defense of their newly-encamped planet, the ice-laden planet of Hoth. The Snowspeeder has fairly good armor/health, and is very well armed, but is not fast in comparison to starfighters such as the X-Wing, A-Wing, or Tie class fighters.

Visit http://newhope.conquergaming.com for other recent updates on the progress of our mod!

Related images:

Subject: Renegade: A New Hope Update
Posted by NeoX on Wed, 28 Jul 2004 01:03:25 GMT
View Forum Message <> Reply to Message

Lookin good keep it up:D

Subject: Renegade: A New Hope Update
Posted by SuperFlyingEngi on Wed, 28 Jul 2004 01:10:55 GMT
View Forum Message <> Reply to Message

Looks pretty good, but the Do Not Step lettering on the sides seems sort of messed up and tiled.

Keep up the good work.

Question: Are you going to do some big stuff with VTOL physics settings to make spaceships fly more like spaceships? I heard somewhere that it is possible to implement mouse steering, and I think that could be awesome with fighter ships.

Subject: Renegade: A New Hope Update
Posted by htmlgod on Wed, 28 Jul 2004 01:26:30 GMT
View Forum Message <> Reply to Message

Yeah, we're working hard to make these things not seem like fancy helicopters. We're definitely going to try to implement mouse steering, I heard a description of how it might be possible a ways back. We're also giving them really fast acceleration and really low values for AerodynamicDragCoefficients, meaning that after you hit forward, you accelerate hard and don't lose that speed easily.

Subject: Renegade: A New Hope Update
Posted by sniper12345 on Wed, 28 Jul 2004 07:54:59 GMT
View Forum Message <> Reply to Message

The textures/skins/2D images are very blurry?

Subject: Renegade: A New Hope Update
Posted by htmlgod on Wed, 28 Jul 2004 10:01:47 GMT
View Forum Message <> Reply to Message

They're a little blurry in the last pic since the camera is like 12 inches from the vehicle... Those are pretty high resolution textures though.

Subject: Renegade: A New Hope Update
Posted by Renardin6 on Wed, 28 Jul 2004 12:50:09 GMT
View Forum Message <> Reply to Message

Hey HTMLGOD... the w3d engine can support lazer like the ones of star wars... The only thing I hated in the last beta was the fucking nod lazers on every aircraft !!!

Some dudes on Imperial Assault added the lazers on the w3d engine.

I show you an example :

And about the buildings : Who did copy the other ?

Or maybe thsoe are the real concept of star wars (I don't really know, I admit)

You can see more there of ths amazing mod :

http://www.planetcnc.com/imperialassault/french/screenshots.htm

Subject: Renegade: A New Hope Update
Posted by htmlgod on Wed, 28 Jul 2004 13:29:18 GMT
View Forum Message <> Reply to Message

Yeah, those do look somewhat better than ours. Do you know how that type of laser is made?

Subject: Renegade: A New Hope Update
Posted by Renardin6 on Wed, 28 Jul 2004 13:41:04 GMT
View Forum Message <> Reply to Message

I don't know but they are friend of our french website (http://www.timeofwar.com)

I speak french, I will try to get that for you !!!

Subject: Renegade: A New Hope Update
Posted by ericlaw02 on Wed, 28 Jul 2004 13:49:57 GMT
View Forum Message <> Reply to Message

I bet their the same way of muzzle flash things, or just the Generals Paladin Tank Laser uses that type only.

Subject: Renegade: A New Hope Update
Posted by Deactivated on Wed, 28 Jul 2004 14:32:36 GMT
View Forum Message <> Reply to Message

htmlgodYeah, those do look somewhat better than ours. Do you know how that type of laser is made?

Make a box, meshsmooth it and tesselate.
Use Additive and and Edge with value UPerSec=15.

Subject: Renegade: A New Hope Update
Posted by NeoX on Thu, 29 Jul 2004 03:55:24 GMT
View Forum Message <> Reply to Message

and then your poly count is like 100 per lazer shot i can smell lag!

Subject: Renegade: A New Hope Update
Posted by Doitle on Thu, 29 Jul 2004 07:26:11 GMT
View Forum Message <> Reply to Message

Wow that looks quite awesome. Reminds me back of Star Wars for the 64... That... Rogue Squadron! That's what it was! Can't wait to try it out.

Subject: Renegade: A New Hope Update
Posted by icedog90 on Sat, 31 Jul 2004 08:54:55 GMT
View Forum Message <> Reply to Message

Mouse steering is possible, I thought I showed you that already.   :rolleyes:
I successfully made it work thanks to SeaMan.

It's just a little bit buggy compared to the original mouse steering in the non patched version of Renegade.

Subject: Renegade: A New Hope Update
Posted by Deafwasp on Sat, 31 Jul 2004 10:51:49 GMT
View Forum Message <> Reply to Message

Why not just alter the ramjet rifle streak?

Subject: Renegade: A New Hope Update
Posted by Spice on Sat, 31 Jul 2004 18:31:55 GMT
View Forum Message <> Reply to Message

DeafwaspWhy not just alter the ramjet rifle streak?

I think thats a good idea. Just make it a little wider so its more visible.

Subject: Renegade: A New Hope Update
Posted by Everyone on Sat, 31 Jul 2004 21:52:16 GMT
View Forum Message <> Reply to Message

Why don't you model it as a projectile model like the rockets?

Subject: Renegade: A New Hope Update
Posted by YSLMuffins on Sat, 31 Jul 2004 23:14:27 GMT
View Forum Message <> Reply to Message

EXdeath7DeafwaspWhy not just alter the ramjet rifle streak?

I think thats a good idea. Just make it a little wider so its more visible.

That's not the same thing. Star Wars lasers aren't the same as the lasers in Renegade. In Renegade, lasers are one long solid beam of light, as opposed to short bursts of light in Star Wars.

Edit: The ramjet streak isn't an actual projectile either. It's just an engine effect.