
Subject: CNC Reborn : Medic Kit
Posted by [Renardin6](#) on Fri, 06 Aug 2004 16:01:48 GMT
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Some people asked me to post updates again here. So for you guys, I do it.

Image speaks for it-self.

Model : Permagrin
Texture : Renardin

Subject: CNC Reborn : Medic Kit
Posted by [Deactivated](#) on Fri, 06 Aug 2004 16:08:41 GMT
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Finally, no blue ray of death!

Subject: CNC Reborn : Medic Kit
Posted by [WNxCABAL](#) on Fri, 06 Aug 2004 16:42:19 GMT
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Nice detail!

Subject: CNC Reborn : Medic Kit
Posted by [Demolition man](#) on Fri, 06 Aug 2004 17:30:32 GMT
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SeaManFinally, no blue ray of death! WTF blue beam rush pwnz :twisted:

Subject: CNC Reborn : Medic Kit
Posted by [icedog90](#) on Fri, 06 Aug 2004 17:46:07 GMT
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I'm glad you guys decided to replace the "medic gun."

The inside texture looks nice, but the outside looks a little bit like concrete... Maybe put a tad bit of rust on it to show that it's not concrete, but that it's metal? (If it is supposed to be metal...)

BTW, it is "itself" not "it-self." Just a correction to remember.

Subject: CNC Reborn : Medic Kit
Posted by [Panther](#) on Fri, 06 Aug 2004 19:02:59 GMT
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Very nice, you could try dodging around the edges to make it have the appearance of being metallic, or have places where the paint has worn off to show a metallic gray..

Subject: CNC Reborn : Medic Kit
Posted by [Spice](#) on Fri, 06 Aug 2004 19:17:46 GMT
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That is very nice. Doesnt look like anything could be touched up to me. Lokos fine.

Good you replaced that medic gun , the model looked like ass as did the texture.

Subject: CNC Reborn : Medic Kit
Posted by [NeoX](#) on Fri, 06 Aug 2004 19:41:26 GMT
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thats way better then Ren Alerts Medic kit model keep it up!

Subject: CNC Reborn : Medic Kit
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 06 Aug 2004 20:00:44 GMT
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Really nice.

Instead of a blue ray, what will it fire, or look like when being used?

Subject: CNC Reborn : Medic Kit
Posted by [Sir Kane](#) on Fri, 06 Aug 2004 20:27:44 GMT
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Renardin6

Reborn sucks

Well, If you want to see updates about RenAlert, if you like our work : come here ->

<http://WWW.CNCREBORN.COM>

A lot is coming soon.

You were asking for this.

Subject: CNC Reborn : Medic Kit
Posted by [MilkyLep](#) on Fri, 06 Aug 2004 20:29:10 GMT
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[NEFobby[GEN]]

Instead of a blue ray, what will it fire, or look like when being used?

Well, it will act like morphine, but instead of being a shot it will hit the recipient in the head knocking him/her out for approximately six seconds. Then when the character gets back up it will have all of its health!

Looks Great! Keep up the Kick-ass job!

(yes i know morphine does not affect someones health)

Subject: CNC Reborn : Medic Kit
Posted by [Aurora](#) on Fri, 06 Aug 2004 20:29:54 GMT
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Subject: CNC Reborn : Medic Kit
Posted by [Vitaminous](#) on Fri, 06 Aug 2004 20:33:50 GMT
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:0

Subject: CNC Reborn : Medic Kit
Posted by [icedog90](#) on Fri, 06 Aug 2004 20:37:57 GMT
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AprimeThat was childish, Silent_Kane.

Subject: CNC Reborn : Medic Kit
Posted by [Sir Kane](#) on Fri, 06 Aug 2004 20:39:03 GMT
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It was Retardin's idea: <http://n00bstories.com/image.fetch.php?id=1347047398>

And how can you quote something that doesn't exist? (It doesn't right now)

Subject: CNC Reborn : Medic Kit
Posted by [icedog90](#) on Fri, 06 Aug 2004 20:40:12 GMT
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He edited his post.

Subject: CNC Reborn : Medic Kit
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 06 Aug 2004 21:57:31 GMT
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That's pathetic. Reborn is a good mod, high detail in their units it definately doesnt suck

Subject: CNC Reborn : Medic Kit
Posted by [bigjoe14](#) on Fri, 06 Aug 2004 22:31:18 GMT
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Quote:high detail in their units
Oh how the evil prey on the misinformed.

Subject: CNC Reborn : Medic Kit
Posted by [SuperFlyingEngi](#) on Fri, 06 Aug 2004 22:43:16 GMT
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Wow...that's a nice model, but the texture really pulls it together.

Subject: CNC Reborn : Medic Kit
Posted by [YSLMuffins](#) on Sat, 07 Aug 2004 00:53:47 GMT
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I think it looks just nifty. :thumbsup:

Subject: CNC Reborn : Medic Kit
Posted by [z310](#) on Sat, 07 Aug 2004 01:04:54 GMT
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^ Agreed

Subject: CNC Reborn : Medic Kit
Posted by [Aircraftkiller](#) on Sat, 07 Aug 2004 01:32:57 GMT
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[NEFobby[GEN]]That's pathetic. Reborn is a good mod, high detail in their units it definately doesnt suck

Everything in Reborn is powered by little red or blue gemstones. That stupid medical box is powered by gemstones.

EVEN A FUCKING "AK-97" HAS LITTLE RED GEMSTONES EMBEDDED INTO IT, WHICH MAKES NO SENSE AT ALL..

Subject: CNC Reborn : Medic Kit
Posted by [sniper12345](#) on Sat, 07 Aug 2004 02:25:22 GMT
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I have a question, how would the medic box work? Like RenAlert? If so, why does it need an interior?

Otherwise, it's visually nice.

Subject: CNC Reborn : Medic Kit
Posted by [Renx](#) on Sat, 07 Aug 2004 02:30:41 GMT
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I think he was just trying to show off with the interior. It most lilekly won't be used ingame, since they won't be able to make any animation of it opening..

Subject: CNC Reborn : Medic Kit
Posted by [Spice](#) on Sat, 07 Aug 2004 05:35:51 GMT
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Renxl think he was just trying to show off with the interior. It most lilekly won't be used ingame, since they won't be able to make any animation of it opening..

And how would you know? KGBSPY is more than capable of making an animation for it.

Subject: CNC Reborn : Medic Kit
Posted by [Renx](#) on Sat, 07 Aug 2004 11:51:21 GMT
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It won't work.

Subject: CNC Reborn : Medic Kit
Posted by [PermaGrin](#) on Sat, 07 Aug 2004 14:05:30 GMT
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Renxl think he was just trying to show off with the interior. It most lilekly won't be used ingame, since they won't be able to make any animation of it opening..

You are kidding right? What makes you think we cant make it open?

Subject: CNC Reborn : Medic Kit
Posted by [Javaxcx](#) on Sat, 07 Aug 2004 14:19:33 GMT
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Meh, knowing Jonwil, he'll probably be nice enough to code it to work with a scripts.dll.

Subject: CNC Reborn : Medic Kit
Posted by [Vitaminous](#) on Sat, 07 Aug 2004 15:33:07 GMT
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icedog90He edited his post.

Lies.

Subject: CNC Reborn : Medic Kit
Posted by [Renardin6](#) on Sat, 07 Aug 2004 16:43:26 GMT
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Renxl think he was just trying to show off with the interior. It most lilekly won't be used ingame, since they won't be able to make any animation of it opening..

are you sure ?

he he he...

Subject: CNC Reborn : Medic Kit
Posted by [Hav0c](#) on Sat, 07 Aug 2004 16:51:40 GMT
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Lets face it the medic would look a bit of a retard if he couldn't open his own first aid box :/

Subject: CNC Reborn : Medic Kit
Posted by [MilkyLep](#) on Sat, 07 Aug 2004 17:03:47 GMT
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true...put RenAlert's Medic can't/doesn't

Subject: CNC Reborn : Medic Kit
Posted by [Hav0c](#) on Sat, 07 Aug 2004 17:04:47 GMT
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Well maybe they plan to make one, haven't seen any plans for it though...

Subject: CNC Reborn : Medic Kit
Posted by [Sir Kane](#) on Sat, 07 Aug 2004 17:06:11 GMT
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Having it open is pointless.

Subject: CNC Reborn : Medic Kit
Posted by [Slash0x](#) on Sat, 07 Aug 2004 17:09:22 GMT
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If you are going to produce movies in the mod, then have a model for in game and that one for movies/videos. No wasting time in having an open medic kit in game. Would look kind of funny while playing.....

Subject: CNC Reborn : Medic Kit

Posted by [Renx](#) on Sat, 07 Aug 2004 17:43:20 GMT

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An animation is pointless, if you wanted to make a half decent animation, then it would be too lengthy for the rate of fire. And what's he going to do? Just open it, then close it? that's it? Since there's no melee attacks it would make most animations look stupid.

It won't work in 3rd person at all.

Subject: CNC Reborn : Medic Kit

Posted by [PermaGrin](#) on Sat, 07 Aug 2004 18:31:18 GMT

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We could make an animation of it opening when you first select the kit (for 1st person). Having it open everytime time you "fired" it would be retarded. Good thing that is not planned, eh?

Subject: CNC Reborn : Medic Kit

Posted by [Aircraftkiller](#) on Sat, 07 Aug 2004 18:44:19 GMT

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That's what we were all talking about, the firing animation... How hard is that to figure out?

Subject: CNC Reborn : Medic Kit

Posted by [NeoSaber](#) on Sat, 07 Aug 2004 18:57:56 GMT

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PermaGrinWe could make an animation of it opening when you first select the kit (for 1st person).

As far as I'm aware, 1st person weapons can't have an 'enter' animation. They can have idle, fire and reload. Instead of using an enter animation, a weapon defaults to idle when selected.

That's just what my own experiments show though, so I could be wrong.

Subject: CNC Reborn : Medic Kit

Posted by [Demolition man](#) on Sat, 07 Aug 2004 19:41:08 GMT

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make it every time you switch "weapon" it takes it from the medic box

Subject: CNC Reborn : Medic Kit

Posted by [Javalcx](#) on Sat, 07 Aug 2004 19:50:49 GMT

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Demolition manmake it every time you switch "weapon" it takes it from the medic box

Do all Dutch medkits potentially have a semi-automatic rifle in them? O.o

Subject: CNC Reborn : Medic Kit

Posted by [Pendulum](#) on Sat, 07 Aug 2004 19:58:08 GMT

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NeoSaberPermaGrinWe could make an animation of it opening when you first select the kit (for 1st person).

As far as I'm aware, 1st person weapons can't have an 'enter' animation. They can have idle, fire and reload. Instead of using an enter animation, a weapon defaults to idle when selected.

That's just what my own experiments show though, so I could be wrong.

look at volkovs arm cannon when in 1st person on renalert

Subject: CNC Reborn : Medic Kit

Posted by [Demolition man](#) on Sat, 07 Aug 2004 20:08:05 GMT

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JavalcxDemolition manmake it every time you switch "weapon" it takes it from the medic box

Do all Dutch medkits potentially have a semi-automatic rifle in them? O.oThats for the suprice attack =P

But you know what i mean hoe

Subject: CNC Reborn : Medic Kit

Posted by [flyingfox](#) on Sat, 07 Aug 2004 20:13:58 GMT

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Yes, I was about to suggest that. The animation could simply be made longer too, but what can you actually do? (rhyme) Open it up and put some tools inside?

Oh and the thought of opening the box for attack was quite funny. The character would fling the thing in front of him whilst still holding it, and it would open up and attack with the top end, some tools would fly out and cut some shit to pieces, then the box would automatically close and retract. Like a sort of "go go gadget medic box"

Subject: CNC Reborn : Medic Kit
Posted by [Renardin6](#) on Sat, 07 Aug 2004 20:21:28 GMT
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MilkyLeptue...put RenAlert's Medic can't/doesn't

Hopefully, we aren't RenAlert. We are the 'poorly crafted shit' mod !!!

(I like to be ironic)

Come on ack and silent kane, drop it and let's all be in peace It would be cool and will make more people play this game and its mods...

Think about it dudes !

I don't hate you, I am just sad about your bash ! (I love Renalert on most of its features, I don't like the reload for longbow and hind... But anyway I like Renalert !)

Let's be a community !

Subject: CNC Reborn : Medic Kit
Posted by [NeoSaber](#) on Sat, 07 Aug 2004 20:24:27 GMT
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Pendulumlook at volkovs arm cannon when in 1st person on renalert

What about it? It doesn't have an enter animation on the cannon itself. I tried getting one to work when I made those animations but it always defaulted to idle. Only animation on Volkov's gun is the 'recoiling' when it fires.

Subject: CNC Reborn : Medic Kit
Posted by [Pendulum](#) on Sat, 07 Aug 2004 22:36:52 GMT
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I meant the hand retraction thing

Subject: CNC Reborn : Medic Kit
Posted by [Aircraftkiller](#) on Sat, 07 Aug 2004 22:41:26 GMT
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That's because the weapon itself doesn't animate, it's the hands that move. :rolleyes:

Subject: CNC Reborn : Medic Kit
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 08 Aug 2004 01:16:47 GMT
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Hmm about the opening of the medic kit.

If Reborn wants to make it like Tiberian Sun, then it would open. The animation in Tib sun opens up and heals the guy.

As for reborn I think you should make the "fire" button an animation of the medkit opening up, then the person simply flashes (like the repair gun fired at someone). That would be good.

Subject: CNC Reborn : Medic Kit
Posted by [pvtschlag](#) on Sun, 08 Aug 2004 04:24:01 GMT
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Maby just have the medic kit stay on the medics back and when he first switches to the weapon or reloads he grabs it and get supplies from it.

Subject: CNC Reborn : Medic Kit
Posted by [Aircraftkiller](#) on Sun, 08 Aug 2004 05:09:22 GMT
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You didn't read anything here, did you?

Subject: CNC Reborn : Medic Kit
Posted by [pvtschlag](#) on Sun, 08 Aug 2004 06:19:17 GMT
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what i meant is to use the opening of the medic kit as the reload animation(doesn't matter if it wont work in 3rd person because thats a sacrifice you make when playing in 3rd person) and make it always have to reload whenever you change to the weapon so that when you change to the medic kit or reload it will play an animation of him grabbing it off his back and opening it to get what he needs out. And the idle animaion can be one of the tools that he owuld be using. Hope you understand my point this time....

Subject: CNC Reborn : Medic Kit
Posted by [Slash0x](#) on Mon, 09 Aug 2004 08:02:30 GMT
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NeoSaberPermaGrinWe could make an animation of it opening when you first select the kit (for 1st person).

As far as I'm aware, 1st person weapons can't have an 'enter' animation. They can have idle, fire and reload. Instead of using an enter animation, a weapon defaults to idle when selected.

That's just what my own experiments show though, so I could be wrong.
The Renegade has the timed-c4 enter animation with the character pushing buttons, it's very well possible and not hard.

Subject: CNC Reborn : Medic Kit
Posted by [Aircraftkiller](#) on Mon, 09 Aug 2004 08:25:06 GMT
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Well, that's the problem. The hands aren't the weapon, so the hands can animate all they want for an enter\exit animation.

Subject: CNC Reborn : Medic Kit
Posted by [Renardin6](#) on Thu, 12 Aug 2004 19:27:26 GMT
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Silent Kanelt was Retardin's idea: <http://n00bstories.com/image.fetch.php?id=1347047398>

And how can you quote something that doesn't exist? (It doesn't right now)

Hey, fired of BHS ? coooooooooooooool :twisted:

I think they made a good decision. I don't think it's for your bash against us, but I am happy for that. You deserved it.

:twisted: Muhahahaha... :twisted:

Subject: CNC Reborn : Medic Kit
Posted by [Aircraftkiller](#) on Thu, 12 Aug 2004 21:06:54 GMT
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He doesn't really care about BHS... And that doesn't change the fact that Reborn still sucks.

Subject: CNC Reborn : Medic Kit
Posted by [rm5248](#) on Thu, 12 Aug 2004 21:42:35 GMT
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AircraftkillerHe doesn't really care about BHS... And that doesn't change the fact that Reborn still sucks.

Is it possible for you to not bash Reborn every 10 posts? :rolleyes:

Subject: CNC Reborn : Medic Kit
Posted by [Aircraftkiller](#) on Thu, 12 Aug 2004 22:58:20 GMT
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Is it possible for you to not quote posts directly above your own, and to not complain about others complaining?

Subject: CNC Reborn : Medic Kit
Posted by [Deactivated](#) on Fri, 13 Aug 2004 11:01:21 GMT
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AircraftkillerIs it possible for you to not quote posts directly above your own, and to not complain about others complaining?

When I quote your post, it means I'm directing my post towards you instead of the topic starter.

Now stop complaining about his complaining about complaining. LOL

Subject: CNC Reborn : Medic Kit
Posted by [Renx](#) on Fri, 13 Aug 2004 11:14:08 GMT
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The post is already directly above yours, so there is no need to quote it.

And incase you can't tell, SeaMan, I'm talking to you :rolleyes:

Subject: CNC Reborn : Medic Kit
Posted by [Renardin6](#) on Sat, 14 Aug 2004 09:04:42 GMT
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Stop being retarded dude... Medic Kit Thread here. NOT 'arguing tournament' !!!

Subject: CNC Reborn : Medic Kit
Posted by [Panther](#) on Sat, 14 Aug 2004 13:17:22 GMT
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As long as AcK is here there will always be these petty little arguments. Looks like the rest of the

renalert team has started to do the same, now.

Subject: CNC Reborn : Medic Kit

Posted by [sniper12345](#) on Sat, 14 Aug 2004 14:57:21 GMT

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I think Panther still remembers the old RenX back then in Arm-Ent, right?

You are what you eat...

Subject: CNC Reborn : Medic Kit

Posted by [Renx](#) on Sat, 14 Aug 2004 17:02:11 GMT

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Subject: CNC Reborn : Medic Kit

Posted by [icedog90](#) on Sat, 14 Aug 2004 21:13:23 GMT

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Aprimeicedog90He edited his post.

Lies.

Don't lie to me, you know damn right you edited your post. You feared saying that to SK.

Subject: CNC Reborn : Medic Kit

Posted by [sniper12345](#) on Sun, 15 Aug 2004 00:41:00 GMT

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Renx
