Subject: The mod you all love !
Posted by Renardin6 on Sun, 13 Mar 2005 03:29:26 GMT
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I know that most of the people here love Reborn!

so just for your pleasure :

Titan test animation

Mammoth's test walk

It looks like plastic of course, I did it just to make you say it... :rolleyes:

Subject: The mod you all love !
Posted by obelisk70 on Sun, 13 Mar 2005 03:45:28 GMT
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Cool i love reborn nice update

Subject: The mod you all love !
Posted by SuperFlyingEngi on Sun, 13 Mar 2005 03:56:05 GMT
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I like the brushed metal look on the assault rifle.

The map, however, seems a bit too reminiscent of Quake DM maps for my taste.

Subject: The mod you all love !
Posted by Aircraftkiller on Sun, 13 Mar 2005 04:16:39 GMT
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Love to hate Reborn, I'm sure you meant that.

Commando looks like he's made out of plastic. A usual problem with your work. I don't know WTF those four images are as they have no description whatsoever, but they look bad - textures shouldn't be that obvious in tiling on a wall.

That gun looks like plastic, except for the slightly metallic look on the gray barrel.

Subject: The mod you all love !
Posted by Aurora on Sun, 13 Mar 2005 04:17:52 GMT
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I like how you added the Nod logo facing the player on the guns. Just incase we forget what side we're on in the middle of the game and start C4ing the buildings we spawn in.

Kind of says something about the intelligence of Reborn's target player base, doesn't it?

Also, I like how the round case ejection port is on the wrong side of the gun, This must be because all you masocistic Reborn players love being hit in the side of the face by shell casings when you fire your weapons.

Subject: The mod you all love !
Posted by TankClash on Sun, 13 Mar 2005 04:24:12 GMT
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I wonder how high and far that Robotic Kangaroo can jump...

Plastic textures, like always,match pretty much everything else you've "made".

Subject: The mod you all love !
Posted by icedog90 on Sun, 13 Mar 2005 04:30:11 GMT
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Here's the constructive criticism you're looking for:

Those two animations are pretty good, but I'd say the first one looks kind of "floaty", meaning it looks like there isn't much gravity; a common issue many animators have to look out for.

And as for the Mammoth MKII animation, it moves properly and there seems to be a good balance of gravity. However, the legs shouldn't move two at a time, but should move unevenly two at a time. Try watching the cinematic in Tiberian Sun of the Mammoth demolishing a Nod base.

AuroraX0Also, I like how the round case ejection port is on the wrong side of the gun, This must be because all you masocistic Reborn players love being hit in the side of the face by shell casings when you fire your weapons.

Incase you haven't noticed, CSS has those on the wrong side too.

Subject: The mod you all love !
Posted by warranto on Sun, 13 Mar 2005 04:34:54 GMT
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Well, the Cyborg armour could be passed off as an elastomeric polymer coating (has the appearance of plastic), except it looks nothing like it.

And Aurora, perhaps all Nod personnel are left handed?

Overall, I'd have to say I'm impressed with Reborns work. It doesn't suck as much as it has in the past.

Subject: The mod you all love !
Posted by Aurora on Sun, 13 Mar 2005 04:36:56 GMT
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They why didn't they put it in a left handed position in the screenshot?

Subject: The mod you all love !
Posted by warranto on Sun, 13 Mar 2005 04:39:17 GMT
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Meh, got me there.

Subject: The mod you all love !
Posted by Aurora on Sun, 13 Mar 2005 04:41:22 GMT
View Forum Message <> Reply to Message

\o/

Subject: The mod you all love !
Posted by Renx on Sun, 13 Mar 2005 04:47:58 GMT
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The legs should all move at different times. follow along:

If the front left leg lifts first, the back right leg should lift just after it. Then just before the back right leg sets down, the front right leg should lift off first. Then the back left leg should lift just after the

front right leg lifted off, and the front left leg should raise before the back left sets down.

 There's your proper animation.

Subject: The mod you all love !
Posted by Doitle on Sun, 13 Mar 2005 04:49:44 GMT
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Again Aurora CS:S has the port in the face of the player. lol If you want to see it oriented the correct way play AA:O. I haven't seen anyone saying CS:S Sucks because the port on their M4 is on the wrong side, so why should this be such a big flipping deal.

Also I was gonna say just what Icedog posted. Since you have him ignored I think Renardin I'll quote it because its important...

Quote:Here's the constructive criticism you're looking for:

Those two animations are pretty good, but I'd say the first one looks kind of "floaty", meaning it looks like there isn't much gravity; a common issue many animators have to look out for.

And as for the Mammoth MKII animation, it moves properly and there seems to be a good balance of gravity. However, the legs shouldn't move two at a time, but should move unevenly two at a time. Try watching the cinematic in Tiberian Sun of the Mammoth demolishing a Nod base.

It looks weird the way that they both move identical. Stagger them and you'll have a peachy keen walking Mechanical Elephant lol.

Subject: The mod you all love !
Posted by icedog90 on Sun, 13 Mar 2005 04:58:14 GMT
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Thanks Doitle.

Subject: The mod you all love !
Posted by Deleted_ on Sun, 13 Mar 2005 08:06:39 GMT
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Is that penis like thing above his visor like some kind of wind-screen wiper for when it gets dirty?

Subject: The mod you all love !

Posted by Renardin6 on Sun, 13 Mar 2005 08:35:07 GMT

nod logo will be removed from cyborg weapon.

For the animation of the mammoth, it's a test anim, like the titan's one.

Let's see final version of PermaGrin. I will post it when I get it.

Oh and yes : OMG that stuff looks like plastic!

I didn't gave reflection or metal look to the cyborg because it will gets a metal reflection on most part of its body. (so plastic look on purpose, having a textured reflection and one added with some effects would look bad)

Ack, just to help you for the renders (the master of max renders 'news' don't know what's from max, interesting...) :

The renders on 'cybergooch style' are on 3dsmax.
The other pics and the animations are all w3d stuff.

Thx for the constructive critics from 'some people' here. Again let's see what can be done for the next version of mammoth's animation. But having a mammoth moving one leg after another would be extremely slow... Just what I think.

Also for the 'thing' you call a dm map, it's only the empty interior of the obelisk, we have some stuff to add on that empty place now...

___

Subject: The mod you all love !
Posted by PsycoArmy on Sun, 13 Mar 2005 09:38:26 GMT

Looks pretty good, didn't look at the animations though.

___

Subject: The mod you all love !
Posted by _ToXiN_ on Sun, 13 Mar 2005 15:47:23 GMT

AuroraX0Also, I like how the round case ejection port is on the wrong side of the gun, This must be because all you masocistic Reborn players love being hit in the side of the face by shell casings when you fire your weapons.

This doesn't justify it and by no means is a defence of Reborn, but lots of games put the ejection port on the wrong side of the gun simply so they can have the 'cool shell casins flying in your face effect' going.

Example? M4A1 and AK47 and other guns in CSS, all of which have been somehow mirrored.

I think it's done just so that people can see the cool effect or something.

http://www.gamemun.com/preview/screenshot/cssource/1.jpg M4A1 in CSS ...see? Get a hot casing in yer eye today! it's the latest thing! Probably why they added the paintball mask for the Counter terrorist model.....

Subject: The mod you all love !
Posted by Doitle on Sun, 13 Mar 2005 18:08:46 GMT
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I heard it was because the weapon modeler plays in left handed mode and didn't realize anything was wrong until it was too late to start over.

Subject: The mod you all love !
Posted by PiMuRho on Sun, 13 Mar 2005 18:59:34 GMT
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For CS that was true. Not for CS:S though.

Subject: The mod you all love !
Posted by icedog90 on Sun, 13 Mar 2005 21:43:28 GMT
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Even if you do model it backwards, you can just simply mirror it and there you go.

Doesn't matter for me, I play left handed models, it's not backwards that way.

Subject: The mod you all love !
Posted by reborn on Sun, 13 Mar 2005 22:02:00 GMT
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I think it looks really cool, I have been an admirer of the reborn mod for a long time now, I just haven't bothered with the forums for it. I have always tried to say a good word about the mod when I can. I have played it a few times and really enjoyed it. I will more than likely put up a http://www.dre4mteam.com server for it in the future, I love the fact that people are still making applications, tools, mods, and things alike for renegade. I will probably start becoming active on your forums soon, because I would like to become more involved, and also make sure the server won't be idle. We might also be able to become a mirror for you, maybe.

And no, my name has nothing to do with this mod. It is just a weird freak of chance.

Subject: The mod you all love !
Posted by sterps on Mon, 14 Mar 2005 10:09:50 GMT
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Well done, I like the work that has been done, keep up the good work.

Subject: The mod you all love !
Posted by JPNOD on Mon, 14 Mar 2005 14:28:57 GMT
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Looks nice,cant wait for it to come out

Keep up the good work

Subject: The mod you all love !
Posted by Renardin6 on Mon, 14 Mar 2005 14:34:54 GMT
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it's nice to see some supports from that place

Thank you.

Remember the disruptor skin ak (-> I am nice for that) showed you ?

Well it sucked and it's why I didn't showed it myself. Somebody on my team did when I was on holiday. I decided to make a new one after it gets a new and improved UV map.

Subject: The mod you all love !
Posted by Renardin6 on Mon, 14 Mar 2005 21:39:32 GMT
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new forum is up

http://www.cncreborn.com

Subject: The mod you all love !
Posted by Deactivated on Mon, 14 Mar 2005 23:27:23 GMT

Request: Kindly refrain from spamming people with Reborn updates in IM.

Subject: The mod you all love !
Posted by Renardin6 on Tue, 15 Mar 2005 10:02:41 GMT

IM ?

Subject: The mod you all love !
Posted by WNxCABAL on Tue, 15 Mar 2005 10:06:23 GMT

Instant Message

Subject: The mod you all love !
Posted by Renardin6 on Tue, 15 Mar 2005 15:45:50 GMT

Not a single texture streched, I just copied the texture of the original render. (black line will be added on side for doors not looking as it move trough the concrete part)

Subject: The mod you all love !
Posted by WNxCABAL on Tue, 15 Mar 2005 15:51:34 GMT

looks ace!

although the cylinder base texture appears to be slightly stretched!

Subject: The mod you all love !
Posted by Renardin6 on Tue, 15 Mar 2005 16:27:36 GMT

and it's really not.

Subject: The mod you all love !
Posted by WNxCABAL on Tue, 15 Mar 2005 16:30:27 GMT
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Don't get me wrong or anything, just the texture has too many lines which looks stretched. It kinda spoils the model IMO.

Subject: The mod you all love !
Posted by Renardin6 on Tue, 15 Mar 2005 18:08:16 GMT
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Modifications done, better ?

or

Tell me wich one ?

Subject: The mod you all love !
Posted by WNxCABAL on Tue, 15 Mar 2005 18:24:30 GMT
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I think just 3 adjustments could just improve it.

1: Looks too stretched, smooth it out a little so you can't see a load of occuring lines.

2: Give it a bit of wear & tear, it just looks like the turret has just come out of the factory, ready made, never been hit. There should be some dust, ash marks of something, make it blend abit more with the common terrain.
Just use a bit of imagination and you'll have it!

3: Looks a bit messy, blend it slightly

Sorry if you think I'm a pain, but I am a perfectionist

C Ya

Andy

Subject: The mod you all love !
Posted by reborn on Tue, 15 Mar 2005 18:38:23 GMT
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If you look at the reference material used then you would probably understand why it looks stretched, but it isn't. It was my opinion at first too, but having seen the reference I understand more now.

Subject: The mod you all love !
Posted by Sir Kane on Tue, 15 Mar 2005 18:39:51 GMT
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Lmfao man, that looks totally shit.
And I'm sure you meant "The mod you all hate"

Subject: The mod you all love !
Posted by Naamloos on Tue, 15 Mar 2005 18:50:24 GMT
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Renardin6Modifications done, better ?

or

Tell me wich one ?

First one, but do the same with the "nose" of the turret.

Subject: The mod you all love !
Posted by TankClash on Tue, 15 Mar 2005 19:27:45 GMT
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Subject: The mod you all love !
Posted by Renardin6 on Tue, 15 Mar 2005 20:15:19 GMT
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Thx

Subject: The mod you all love !
Posted by WNxCABAL on Tue, 15 Mar 2005 20:32:19 GMT
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how many more polys has that added on then?

Subject: The mod you all love !
Posted by rm5248 on Tue, 15 Mar 2005 22:48:49 GMT
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Is it just me or is every Nod thing dark gray?

Subject: The mod you all love !
Posted by Renardin6 on Wed, 16 Mar 2005 01:14:10 GMT
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nah, it's just you.

more polys ? not much.

Subject: The mod you all love !
Posted by IRON FART on Wed, 16 Mar 2005 01:48:38 GMT
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How many polys do those wires add? I know that they are in the picture, but that is from a video, and this is a game. You don't have to add them if they add too much.

Frankly, I was happy with the first picture. It doesn't look like shit IMO, and I'm more concerned with how it plays rather than looks.

Subject: The mod you all love !
Posted by Jecht on Wed, 16 Mar 2005 04:05:09 GMT
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IMO, people take the game movies TO SERIOUSLY. dear god, its the w3d engine guys not adding wires isnt a big deal, but thanks to Renardin for humoring them. The laser looks great now

---

Renardin gj there. MOST PEOPLE WHILE PLAYING THE MOD DONT LOOK FOR WIRES AND LITTLE FLAWS WHILE THEY ARE PLAYING. people need to get the stick out of their ass and appreciate the art he is portraying while giving him "Good" input without insulting him. Reborn bashing is getting old and very childish.

Subject: The mod you all love !
Posted by Aircraftkiller on Wed, 16 Mar 2005 06:05:53 GMT
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Reborn sucks.

Subject: The mod you all love !
Posted by sniper12345 on Wed, 16 Mar 2005 07:39:41 GMT
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Thank you for proving Gbull's point.

Subject: The mod you all love !
Posted by Spoony_old on Wed, 16 Mar 2005 07:55:30 GMT
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It looks good. Certainly a more productive activity than flaming something you're in no way forced to use, go near, or even see.

Subject: The mod you all love !
Posted by icedog90 on Wed, 16 Mar 2005 08:20:48 GMT
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Please don't tell me you guys are afraid of the addition of 200 - 300 polygons.

Subject: The mod you all love !
Posted by Aircraftkiller on Wed, 16 Mar 2005 10:13:41 GMT
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sniper12345Thank you for proving Gbull's point.

That Reborn sucks? Sure, I'm more than happy to help!

Subject: The mod you all love !
Posted by Renardin6 on Wed, 16 Mar 2005 10:49:50 GMT
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:rolleyes: ack = boring...

Subject: The mod you all love !
Posted by Jecht on Wed, 16 Mar 2005 14:36:24 GMT
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gbullpeople need to get the stick out of their ass and appreciate the art he is portraying while giving him "Good" input without insulting him. Reborn bashing is getting old and very childish. AK/sucks/whatever the hell he is called nowReborn sucks.
sniper12345Thank you for proving Gbull's point.

Subject: The mod you all love !
Posted by IRON FART on Wed, 16 Mar 2005 18:25:18 GMT
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icedog90Please don't tell me you guys are afraid of the addition of 200 - 300 polygons.
Well we're better off without them. Gameplay matters more than having some super accurate game.

Subject: The mod you all love !
Posted by Naamloos on Wed, 16 Mar 2005 18:32:03 GMT
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Reborn will be looking TO good for renegade...

I hope map makers know VIS... Lol.

Subject: The mod you all love !
Posted by WNxCABAL on Wed, 16 Mar 2005 18:33:05 GMT
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F00king Hell

Subject: The mod you all love !

Posted by [Aircraftkiller](#) on Wed, 16 Mar 2005 19:03:00 GMT
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That isn't much in the way of polygons, and most of those buildings are inaccurate crap.

Subject: The mod you all love !
Posted by [Mick](#) on Wed, 16 Mar 2005 19:28:43 GMT
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Can't even pass a decent comment can you, everything is just crap to you, even though many of RenAlert's structures weren't accurate, I still liked them, but they weren't accurate. Here we have decent looking structures, that are very accurate, but because it's Reborn, you can't resist having a go can you.

Subject: The mod you all love !
Posted by [icedog90](#) on Wed, 16 Mar 2005 20:14:02 GMT
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IRON FARTicedog90Please don't tell me you guys are afraid of the addition of 200 - 300 polygons.
Well we're better off without them. Gameplay matters more than having some super accurate game.

Polygons almost completely don't hurt the FPS. TRUST ME, ask Doitle, he even proved it and so have I.

Subject: The mod you all love !
Posted by [Chronojam](#) on Wed, 16 Mar 2005 20:18:58 GMT
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People never fucking listen about just how damn well w3d handles the polygons!

And Reborn's not listening about how fucking bitched up the laser turret is.

Subject: The mod you all love !
Posted by [icedog90](#) on Wed, 16 Mar 2005 20:19:58 GMT
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LMAO! You've said it...

Subject: The mod you all love !
Posted by Aircraftkiller on Wed, 16 Mar 2005 21:36:58 GMT
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All of the RA structures are accurate to the original reference material unlike Reborn which attempts to deviate as far as possible.

Subject: The mod you all love !
Posted by cheesesoda on Wed, 16 Mar 2005 21:40:28 GMT
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There's nothing wrong with creative license, but things should generally be as accurate as possible.

Subject: The mod you all love !
Posted by bandie63 on Wed, 16 Mar 2005 22:25:34 GMT
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only wrong thing that i see is that the ob is tilted too far back :rolleyes:

Subject: The mod you all love !
Posted by Jaspah on Wed, 16 Mar 2005 23:20:15 GMT
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bandie63only wrong thing that i see is that the ob is tilted too far back :rolleyes:

Agreed. Most look very accurate to the real Tiberian Sun structures. Maybe someone needs to play some more Tiberian Sun before that someone decides to make a jackass of himself.

And by the way, ACK, not all of your models are based perfectly on Red Alert. :rolleyes:

Subject: The mod you all love !
Posted by Jecht on Thu, 17 Mar 2005 00:10:41 GMT
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I think that looks boss. I dont care what some of you say. There are some flaws. But damn, its a modification, not something you are going to buy.

AK, your buildings are FAIRLY accurate but even you have changed things. Remember the Silo for the Source engine you created? It had NO blue on it whatsoever. Moral: small changes dont matter to the gamer who plays it. Renegade is a great game but VERY innacurate to Command and Conquer Tiberian Dawn.

Subject: The mod you all love !
Posted by IRON FART on Thu, 17 Mar 2005 00:28:53 GMT

icedog90IRON FARTicedog90Please don't tell me you guys are afraid of the addition of 200 - 300 polygons.
Well we're better off without them. Gameplay matters more than having some super accurate game.

Polygons almost completely don't hurt the FPS. TRUST ME, ask Doitle, he even proved it and so have I.
How did you prove that?

Quote:
That isn't much in the way of polygons, and most of those buildings are inaccurate crap.

Who cares? Theres no fun in anally copying TS. As long as everything works as it should, and gameplay is good, having inaccurate buildings is not a problem.

The real focus of Reborn should be to make unique, balanced maps that are fun to play.

Subject: The mod you all love !
Posted by SuperFlyingEngi on Thu, 17 Mar 2005 00:40:17 GMT

Here's my thought on mod development:

If creative content designed and built for the modification exceeds the quality of the content in the original game [This means Renegade, in the case of Reborn] then that mod should be considered quite succesful. To meet or succeed a paid development team as a non-profit modification team should be recognized and praised highly. Reborn's graphic content exceeds that of Renegade. So does RenAlert. Or rather, so did RenAlert. Everyone declaring "Reborn Sucks" because they do something like leave out two minor, high poly wires [DISCLAIMER: I'm not stating anyone directly used this as their basis for saying Reborn Sucks. You all know what I mean.] need to shut up.

Don't smoke crACK.

Subject: The mod you all love !
Posted by Aircraftkiller on Thu, 17 Mar 2005 01:03:19 GMT

Renegade looks better than Reborn ever will and that's saying something. Reborn sucks.

Quote:The real focus of Reborn should be to make unique, balanced maps that are fun to play.

That's a great quote genius. Did you think of that all by yourself? I guess you forgot the whole

concept of having a team, that way you can have one person taking care of a task while another works on something else. They could make accurate, good looking buildings if they wanted to. But they aren't, and thus they suck like usual.

Quote:It had NO blue on it whatsoever.

Of course it didn't. What's your point? The Silo looks like the purchase icon and the in-game version.

Subject: The mod you all love !
Posted by Havoc 89 on Thu, 17 Mar 2005 01:47:32 GMT
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I'd like to see half of those things in that picture acturally texturized, and acturally look good.

Subject: The mod you all love !
Posted by Renx on Thu, 17 Mar 2005 02:14:23 GMT
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NaamloosReborn will be looking TO good for renegade...

I hope map makers know VIS... Lol.

Like it was ever hard to make something look "too good for renegade" ...

Subject: The mod you all love !
Posted by SuperFlyingEngi on Thu, 17 Mar 2005 02:22:48 GMT
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Aircraftkiller a.k.a. ACKRenegade looks better than Reborn ever will and that's saying something. Reborn sucks.

Assuming, of course, that you have cataracts in both eyes and various mental handicaps, I can see how you would make the mistake.

Subject: The mod you all love !
Posted by IRON FART on Thu, 17 Mar 2005 02:35:48 GMT
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Quote:
Renegade looks better than Reborn ever will and that's saying something. Reborn sucks.

In your opinion which is of no consequence.

Subject: The mod you all love !
Posted by Aircraftkiller on Thu, 17 Mar 2005 04:05:19 GMT
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If it's no consequence, why are you making a three page thread out of this topic by responding to me you idiots?

Subject: The mod you all love !
Posted by YSLMuffins on Thu, 17 Mar 2005 04:56:50 GMT
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I have to say, I can't help but get a swell of nostalgia from looking at that base screenshot...

Subject: The mod you all love !
Posted by IRON FART on Thu, 17 Mar 2005 05:00:47 GMT
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Aircraftkiller a.k.a. ACKIf it's no consequence, why are you making a three page thread out of this topic by responding to me you idiots?
Well I didn't. That was my first comment directed at you in this thread.

Subject: The mod you all love !
Posted by icedog90 on Thu, 17 Mar 2005 05:11:59 GMT
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IRON FARTicedog90IRON FARTicedog90Please don't tell me you guys are afraid of the addition of 200 - 300 polygons.
Well we're better off without them. Gameplay matters more than having some super accurate game.

Polygons almost completely don't hurt the FPS. TRUST ME, ask Doitle, he even proved it and so have I.
How did you prove that?

Doitle ran a test on a very slow laptop that had a level with 6(?) one million polygon tanks. As it turned out, the FPS maybe went down by 1. I took pictures of my test but I have absolutely no idea where I put the images. The only proof you have from me is that I once made a 60,000 polygon level, and guess what? It still ran fine.

Why challenge me? Do you think I'm lying?

Subject: The mod you all love !
Posted by IRON FART on Thu, 17 Mar 2005 05:57:28 GMT
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lol
I believe you, I was just curious to see how you went about it.

Subject: The mod you all love !
Posted by icedog90 on Thu, 17 Mar 2005 06:12:45 GMT
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Oh, well, okay, lol.

Sorry if I sounded harsh. :/

Subject: The mod you all love !
Posted by WNxCABAL on Thu, 17 Mar 2005 10:01:59 GMT
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I'm guessing the way textures are tiled makes a difference?

Subject: The mod you all love !
Posted by Oblivion165 on Thu, 17 Mar 2005 10:28:42 GMT
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WNxCABALI'm guessing the way textures are tiled makes a difference?

I would imagine the way its wrapped would be harsher.

Subject: The mod you all love !
Posted by Chronojam on Thu, 17 Mar 2005 13:16:31 GMT
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W3d is good at handling shitloads of polygons. It's not too good at handling shitloads of large textures though.

Subject: The mod you all love !
Posted by IRON FART on Fri, 18 Mar 2005 02:55:59 GMT
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icedog90Oh, well, okay, lol.

Sorry if I sounded harsh. :/
You should be banned for thinking that way.

EDIT: JK INTERNET BUDDY

EDIT2: YOU'RE NOT MY BUDDY

Subject: The mod you all love !
Posted by Doitle on Fri, 18 Mar 2005 13:25:16 GMT
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It was a 400mhz AMD K6-2 with 64 MB of Ram. It had an ATI Rage LT Pro 4mb integrated video card. It was just awful. It played Renegade at about 11 fps and the drivers I installed to play Renegade made every other game un playable so each time I played Renegade I had to install new drivers. It was sure something... lol. Anyhow it got about 11fps in Renegade. I made the level, 6 1 million poly abrams tanks I stole off of 3dcafe I beleive. Untextured mind you, that's where all the performance comes from. Anyhow I dropped 6 of these into a basic plane in level edit, loaded the level and low and behold. I could walk around them and look at them and get them all on screen and no big slowdowns. I was shocked at my findings and still today beleive W3D has some of the best poly handling ability of any engine to date. I need to run tests on the Source engine but I can't do that until Hammer stops crashing every 30 seconds...

Subject: The mod you all love !
Posted by Titan1x77 on Fri, 18 Mar 2005 13:56:40 GMT
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Yes your right, poly isnt that big of a hit when it's untextured, But..when you take an tank with excessive poly and texture it with a 512x512 texture and you drop 6 of them on the map compared to 6 lowpoly tanks with the same texture you'll see a big difference.

and because all tanks,characters,maps etc. are textured, there is a reason to keep the poly limit down, unless it's part of the map where VIS can help hide it.

Subject: The mod you all love !
Posted by TankClash on Fri, 18 Mar 2005 14:34:15 GMT
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So... yay for stretched textures that look like ass.

Subject: The mod you all love !
Posted by warranto on Fri, 18 Mar 2005 16:02:27 GMT

---

so... why not use many smaller textures rather than one large texture? Unless I missed something..

Subject: The mod you all love !
Posted by Buggy on Fri, 18 Mar 2005 16:07:19 GMT

yeah, reborn is a very great mod.
I ever want to help the team to finish the mod, but nobody answer my email.

But i hope i can now help the team

Subject: The mod you all love !
Posted by cheesesoda on Fri, 18 Mar 2005 16:21:20 GMT

You forgot "steaming pile of shit" in between "great" and "mod".

Subject: The mod you all love !
Posted by Sanada78 on Fri, 18 Mar 2005 20:00:53 GMT

DoitleIt was a 400mhz AMD K6-2 with 64 MB of Ram. It had an ATI Rage LT Pro 4mb integrated video card. It was just awful. It played Renegade at about 11 fps and the drivers I installed to play Renegade made every other game un playable so each time I played Renegade I had to install new drivers. It was sure something... lol. Anyhow it got about 11fps in Renegade. I made the level, 6 1 million poly abrams tanks I stole off of 3dcafe I beleive. Untextured mind you, that's where all the performance comes from. Anyhow I dropped 6 of these into a basic plane in level edit, loaded the level and low and behold. I could walk around them and look at them and get them all on screen and no big slowdowns. I was shocked at my findings and still today beleive W3D has some of the best poly handling ability of any engine to date. I need to run tests on the Source engine but I can't do that until Hammer stops crashing every 30 seconds...

I still don't believe you managed to do this. I still can't get a sphere with 50,000 polys to export without W3D Viewer crashing when viewing it. Level Edit also crashes when trying to open it.

Subject: The mod you all love !
Posted by Doitle on Sat, 19 Mar 2005 06:12:25 GMT

Are you just letting it go about its buissness or are you end tasking it when you think its hung? It takes hella long to export.

Subject: The mod you all love !
Posted by icedog90 on Sat, 19 Mar 2005 07:23:19 GMT
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Sanada78I still don't believe you managed to do this. I still can't get a sphere with 50,000 polys to export without W3D Viewer crashing when viewing it. Level Edit also crashes when trying to open it.

Gmax has a hard time exporting meshes with uber poly counts. You would have to split it up into many different meshes, then it would export fine. This happens a lot with terrain too, you have to slice it up sometimes if the mesh is above something like 12,000 polygons.