
Subject: Conquest Island Full-Motion Preview! ETA is Monday

Posted by [Anonymous](#) on Tue, 29 Oct 2002 19:58:00 GMT

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10 MB zip file. I don't know how long server will last. Anyone know what happened to renegademods.info, I really needed that place for this. Anyways, get it from Dri Reign. Enjoy!Map should be out Monday. [November 02, 2002, 19:47: Message edited by: SomeRhino]

Subject: Conquest Island Full-Motion Preview! ETA is Monday

Posted by [Anonymous](#) on Tue, 29 Oct 2002 20:08:00 GMT

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Not bad... But did you use the W3D from Beach which has the water and the water effects in it? If so, you might want to make your own copy of it. When you get on AIM, I'll explain how to do it.

Subject: Conquest Island Full-Motion Preview! ETA is Monday

Posted by [Anonymous](#) on Tue, 29 Oct 2002 20:17:00 GMT

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Nope, those are two single-pass planes. I wanted the waves to come up slightly further than the water, so I just made my own versions of both textures with custom alpha channels. I wouldn't steal anyone's work (except Westwood's

Subject: Conquest Island Full-Motion Preview! ETA is Monday

Posted by [Anonymous](#) on Tue, 29 Oct 2002 20:42:00 GMT

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Looks awesome!

Subject: Conquest Island Full-Motion Preview! ETA is Monday

Posted by [Anonymous](#) on Tue, 29 Oct 2002 20:46:00 GMT

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Unbelievable, it's amazing!! Can I talk to you later?

Subject: Conquest Island Full-Motion Preview! ETA is Monday

Posted by [Anonymous](#) on Tue, 29 Oct 2002 23:56:00 GMT

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Yeah, What happened to Renegademods.info?I really needed that place too!and oh yeah, KANE

LIVES!

Subject: Conquest Island Full-Motion Preview! ETA is Monday

Posted by [Anonymous](#) on Wed, 30 Oct 2002 05:47:00 GMT

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woohoo! I'm famous!! I was the person who places the minds on the ref too and he got blown up but this map is gonna r0x0r [October 30, 2002, 05:51: Message edited by: satx007]

Subject: Conquest Island Full-Motion Preview! ETA is Monday

Posted by [Anonymous](#) on Wed, 30 Oct 2002 08:52:00 GMT

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looks freakin awesome. man that looks awesome. i cant wait to play that. hey which program did you use to record it?

Subject: Conquest Island Full-Motion Preview! ETA is Monday

Posted by [Anonymous](#) on Wed, 30 Oct 2002 14:17:00 GMT

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Blazer told me that he made his videos by outputting the video to another computer's video capture card. I did something similar. I output to a VCR and recorded the gameplay to a VHS tape. After the testing was done, I captured the portions of the video that I wanted back into my computer. I then used MGI VideoWave III to compile the video. Thanks for the comments, and yes, of course you can talk to me, Andre.

Subject: Conquest Island Full-Motion Preview! ETA is Monday

Posted by [Anonymous](#) on Wed, 30 Oct 2002 15:06:00 GMT

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top nocth im goin to have to try that VCR thing out

Subject: Conquest Island Full-Motion Preview! ETA is Monday

Posted by [Anonymous](#) on Wed, 30 Oct 2002 17:19:00 GMT

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quote:Originally posted by SomeRhino:Blazer told me that he made his videos by outputting the video to another computer's video capture card. I did something similar. I output to a VCR and recorded the gameplay to a VHS tape. After the testing was done, I captured the portions of the video that I wanted back into my computer. I then used MGI VideoWave III to compile the video.

Thanks for the comments, and yes, of course you can talk to me, Andre.huh??? thats so confusing. can you plz tell me what you mean, i dont understand

Subject: Conquest Island Full-Motion Preview! ETA is Monday
Posted by [Anonymous](#) on Wed, 30 Oct 2002 18:08:00 GMT
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quote:Originally posted by Havoc 89: quote:Originally posted by SomeRhino:Blazer told me that he made his videos by outputting the video to another computer's video capture card. I did something similar. I output to a VCR and recorded the gameplay to a VHS tape. After the testing was done, I captured the portions of the video that I wanted back into my computer. I then used MGI VideoWave III to compile the video. Thanks for the comments, and yes, of course you can talk to me, Andre.huh??? thats so confusing. can you plz tell me what you mean, i dont understandSpecifically:I have a Geforce2 GTS with an S-Video out. I grabbed an S-Video cable and plugged it into my VCR and switched my computer's video output to S-Video. I then hit the record button on my VCR as we were beta testing my map, so I ended up with an hour or so of video on a tape.I then plugged the s-video cable into my VCR's output, and plugged the other end into my computer's video capture card. I fired up Videowave, and recorded the portions of the video that I wanted onto my computer's hard disk. Then I kept getting low disk errors even though I had 5 Gig left. Anyways, I then compiled the final video in Videowave with Bodyjar-Not the same as the background music. After producing the video, I used the MS Video encoder to compress it down from 1.10 gigs to 10 Megabytes, zipped it up and uploaded it to the domain.

Subject: Conquest Island Full-Motion Preview! ETA is Monday
Posted by [Anonymous](#) on Wed, 30 Oct 2002 18:28:00 GMT
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SomeRhino, you have ICQ...AIM...MSN?

Subject: Conquest Island Full-Motion Preview! ETA is Monday
Posted by [Anonymous](#) on Wed, 30 Oct 2002 18:39:00 GMT
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Cool map! I like the idea of getting around the Obelisk by running and ducking. Very sneaky...
Triforce-----In a Realm beyond sight,The sky shines gold not blue,There, the
Triforce's mightMakes mortal dreams come true.-----

Subject: Conquest Island Full-Motion Preview! ETA is Monday
Posted by [Anonymous](#) on Wed, 30 Oct 2002 19:06:00 GMT
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quote:Originally posted by SomeRhino: quote:Originally posted by Havoc 89: quote:Originally

posted by SomeRhino:Blazer told me that he made his videos by outputting the video to another computer's video capture card. I did something similar. I output to a VCR and recorded the gameplay to a VHS tape. After the testing was done, I captured the portions of the video that I wanted back into my computer. I then used MGI VideoWave III to compile the video. Thanks for the comments, and yes, of course you can talk to me, Andre.huh??? thats so confusing. can you plz tell me what you mean, i dont understandSpecifically:I have a Geforce2 GTS with an S-Video out. I grabbed an S-Video cable and plugged it into my VCR and switched my computer's video output to S-Video. I then hit the record button on my VCR as we were beta testing my map, so I ended up with an hour or so of video on a tape.I then plugged the s-video cable into my VCR's output, and plugged the other end into my computer's video capture card. I fired up Videowave, and recorded the portions of the video that I wanted onto my computer's hard disk. Then I kept getting low disk errors even though I had 5 Gig left. Anyways, I then compiled the final video in Videowave with Bodyjar-Not the same as the background music. After producing the video, I used the MS Video encoder to compress it down from 1.10 gigs to 10 Megabytes, zipped it up and uploaded it to the domain.ohh thats how. hey thx. too bad my VCR is busted. it wont record. but it does everything else

Subject: Conquest Island Full-Motion Preview! ETA is Monday
Posted by [Anonymous](#) on Wed, 30 Oct 2002 20:43:00 GMT
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find me on AIM: SomeRhino.

Subject: Conquest Island Full-Motion Preview! ETA is Monday
Posted by [Anonymous](#) on Thu, 31 Oct 2002 00:46:00 GMT
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nice work

Subject: Conquest Island Full-Motion Preview! ETA is Monday
Posted by [Anonymous](#) on Sat, 02 Nov 2002 19:49:00 GMT
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Should be out Monday, just need to adjust the water and test it on the FDS.
