Subject: Fist Of Fate - Orich Trebuchet
Posted by Genocide on Wed, 03 Aug 2005 20:52:04 GMT
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Here is the first edition to the Orich Seige Vehicles, the Trebuchet sling shots what will be, boulders.

The model was created by Juha, Texture work by Me.

Here are some images:

Our website is now fully functional.
http://fof.deadlyfear.com

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by SuperFlyingEngi on Thu, 04 Aug 2005 01:37:37 GMT
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Beyond the sling looking like a big granite club, very, very nice.

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by Naamloos on Thu, 04 Aug 2005 13:14:06 GMT
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Looks very good, exept that... Whatever it is that hangs at the end, it just looks stange

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by jonwil on Thu, 04 Aug 2005 13:43:08 GMT
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Nice trebuchet (except, as others have said, for the sling at the end).

And with the weapon fire animation scripts inside scripts.dll, you can make it fire too

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by XeonTeam on Thu, 04 Aug 2005 16:08:11 GMT
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... is that really gonna be in a mod, if so i aint getting it.

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by Lijitsu on Thu, 04 Aug 2005 17:00:38 GMT
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XeonTeam wrote on Thu, 04 August 2005 12:08... is that really gonna be in a mod, if so i aint getting it.
Nope, he they just thought they should spend countless hours making differant units, and post them up here for S&G purposes. YES ITS A REAL MOD! And why not? To low tech for you? Im not even gonna waste my time describing how the Trebuchet was used, and all the differant types of projectiles they launched to you.

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by YSLMuffins on Thu, 04 Aug 2005 21:30:29 GMT
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Nifty!

I'm having trouble picturing how it will be animated though. As in, how all the little details and gears and strings work exactly... Has it been animated yet?

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by TEKNIK on Thu, 04 Aug 2005 23:20:59 GMT
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Xeno has no taste at all. Who is he anyway, because he seems to be quite hated around here. Same with someone named Cyberpunk.

I like the detail of the model. Are there anymore to follow?

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by Slash0x on Thu, 04 Aug 2005 23:25:40 GMT
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He is some guy that is trying to fit in on these forums. Haha!

Anyways, model looks great, but I have a question, is that all one texture or multiple textures? And

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what about polies? You mind posting that as well? Thanks!

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by Sir Phoenixx on Fri, 05 Aug 2005 01:48:15 GMT
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Looks good. Why are those rings that are holding the two wires down floating a few inches in the air? They're not touching the base. Also, the sling isn't "solid", it's long, with the projectile in the middle, both ends are attached to the end of the arm, when the arm reaches the top, one of the ends of the sling comes off and the projectile is released.

How about taking a picture of it in the loaded position?

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by Goztow on Fri, 05 Aug 2005 06:55:46 GMT
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TEKNIK wrote on Thu, 04 August 2005 19:20Xeno has no taste at all. Who is he anyway, because he seems to be quite hated around here. Same with someone named Cyberpunk.

I like the detail of the model. Are there anymore to follow?
They both make countless cheats, spread them publically and DDOS'ed servers, just because they want to destroy the renegade community. Could this be a fair reason?

Ow yeah, and they try to bypass Renguard but never succeeded for moret han like 10 minutes...

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by Jokah on Fri, 05 Aug 2005 12:18:25 GMT
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Looks good to me, keep it up.

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by TEKNIK on Sat, 06 Aug 2005 01:27:04 GMT
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Goztow wrote on Fri, 05 August 2005 02:55TEKNIK wrote on Thu, 04 August 2005 19:20Xeno has no taste at all. Who is he anyway, because he seems to be quite hated around here. Same with someone named Cyberpunk.

I like the detail of the model. Are there anymore to follow?
They both make countless cheats, spread them publically and DDOS'ed servers, just because

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they want to destroy the renegade community. Could this be a fair reason?

Ow yeah, and they try to bypass Renguard but never succeeded for moret han like 10 minutes...

wow, thanks for the heads up.

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by juha on Mon, 08 Aug 2005 17:56:05 GMT
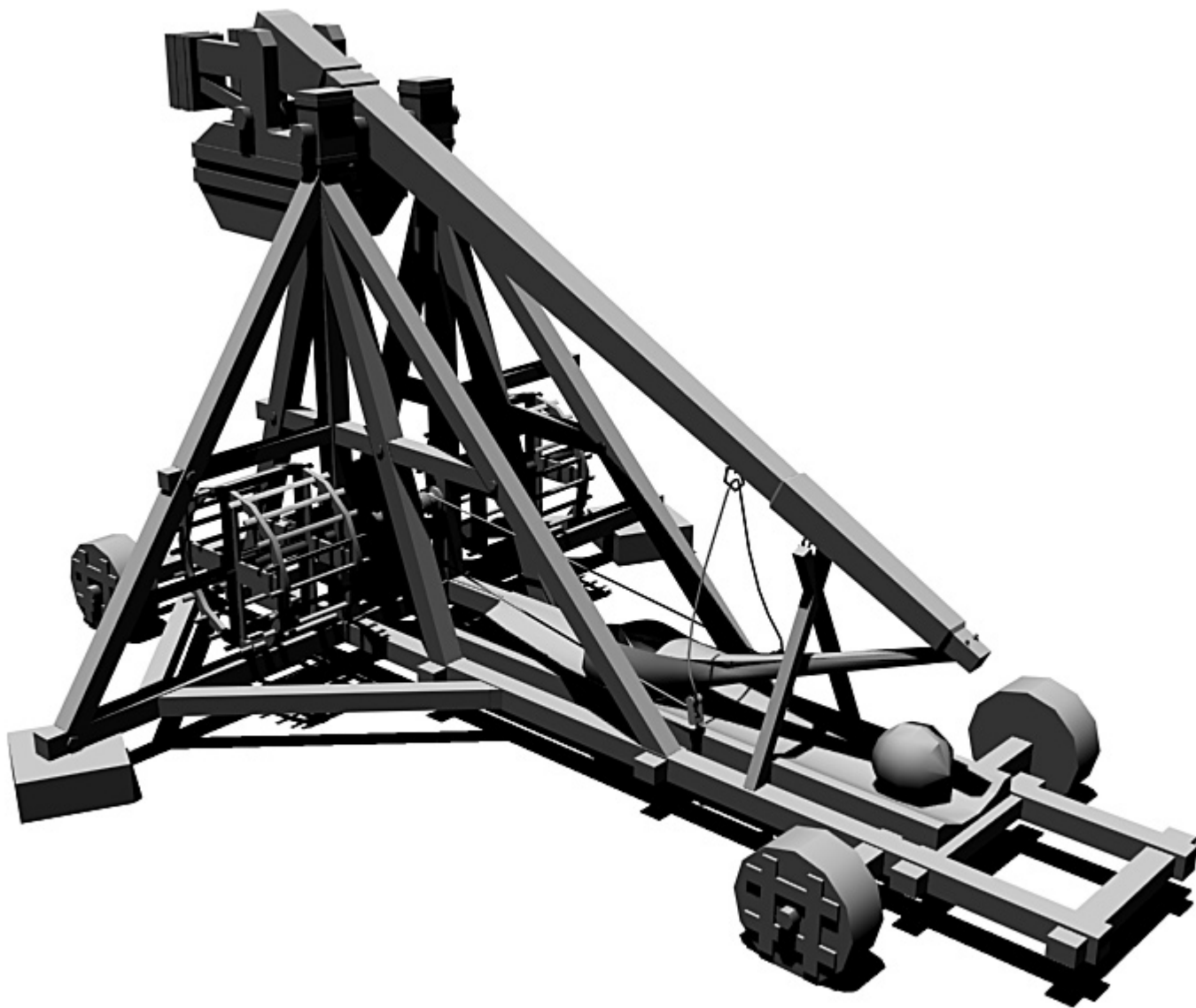View Forum Message <> Reply to Message

sure you can see loaded version from it.. and yeah those things looks like floating in the air, my mistake, need to fix that, thanks..

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by juha on Mon, 08 Aug 2005 18:16:09 GMT
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ok heres the loaded version. no textures sorry.

File Attachments
1) loaded.jpg, downloaded 457 times

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by Renerage on Wed, 10 Aug 2005 02:05:05 GMT
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That my friend, is amazing, however the sling looks like a club, need to fix that, other then that, perfect

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Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by juha on Wed, 10 Aug 2005 03:48:01 GMT
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yep, youre right about that. fixing it currently..

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by blkhnd112 on Wed, 10 Aug 2005 21:02:47 GMT
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I like it, Glad to see mod ain't inactive.

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by Havoc 89 on Tue, 16 Aug 2005 08:36:00 GMT
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Dude, that is awesome! Finally I see some good stuff from this mod. It's been quite a while since the last time I was here. This place brings back good ol memories Its good to be back!

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by Renerage on Tue, 16 Aug 2005 09:19:33 GMT
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Wb mate.

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by TEKNIK on Wed, 17 Aug 2005 16:35:00 GMT
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Hmm, i take it there is no chance of addming my moddel to it?

Its Progress;
http://img304.imageshack.us/img304/7204/lights5al.jpg

http://img304.imageshack.us/img304/9038/wow6jd.jpg

http://img304.imageshack.us/img304/6855/car4xz.jpg

http://img304.imageshack.us/img304/434/car22nh.jpg

http://img304.imageshack.us/img304/5238/car30vk.jpg

http://img304.imageshack.us/img304/1522/car48iu.jpg

http://img304.imageshack.us/img304/8838/car59jn.jpg

http://img304.imageshack.us/img304/2705/car61gt.jpg

http://img304.imageshack.us/img304/6804/car74xl.jpg

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by Dr. Lithius on Fri, 19 Aug 2005 17:43:01 GMT
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So, uh. . . Does Alt-Fire launch the person running the trebuchet? I've always wanted to hop in and yell "Trebucheeeeeeet!!! while being hurled five-hundred feet horizontally at wreckless speeds. X3

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by Lijitsu on Fri, 19 Aug 2005 18:46:49 GMT
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Ive always wanted to launch plague filled corpses into an enemy fortress with the Trebuchet, and watch the plague spread, slowly killing off and weakening my enemies, until finally my army sweeps over the walls, and slaughters the renmants of the populace, and take control of the fortress to increase my amount of land controlled... That or just throw rocks at people with it.

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by Slash0x on Fri, 19 Aug 2005 19:08:45 GMT
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Lijitsu wrote on Fri, 19 August 2005 14:46That or just throw rocks at people with it.

Haha, that would only take a few minutes to make and runnable in Renegade. Funny shiet to see this. Haha!

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by Deactivated on Fri, 19 Aug 2005 20:54:40 GMT
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Lijitsu wrote on Fri, 19 August 2005 16:46Ive always wanted to launch plague filled corpses into an enemy fortress with the Trebuchet, and watch the plague spread, slowly killing off and weakening my enemies, until finally my army sweeps over the walls, and slaughters the renmants of the populace, and take control of the fortress to increase my amount of land controlled... That or just throw rocks at people with it.

That's not possible with Renegade, you would need a game that supports ragdoll models.. unless you're willing to make several "in-flight" animations for every character.

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by Lijitsu on Fri, 19 Aug 2005 21:11:42 GMT
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... UNREAL TOURNAMENT 2004!...

Anybody mod it?

Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by Slash0x on Sat, 20 Aug 2005 00:01:51 GMT
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CommandoSR wrote on Fri, 19 August 2005 16:54That's not possible with Renegade, you would need a game that supports ragdoll models.. unless you're willing to make several "in-flight" animations for every character.

You could make one animation (or only a few). Just make an animation with the character template used to create characters with and move the bones in a repeat animation. Save it as "s_a_test.w3d", for example, with the skeleton as "s_a_human.w3d". The animation for any character with this animation would be "s_a_human.s_a_test"; the animations can be inputed as "[skeleton name].[skeleton animation]". This way all you need is a few "ragdoll" animations and apply them to the infantry at random so they look as thou they are different.

I hope that made since to atleast a few, lol.

Edit:
Using this path to do animations other than the common "[name of file].[name of file]", you can create one model and many animations (fire animation, death animation, and etc.). Now you can create a secondary model of whatever you are creating and use the same animations as you did with the first model. Cool eh?