Subject: Ice flame

Posted by JeepRubi on Wed, 04 Jan 2006 01:58:30 GMT

Ive been trying out skin editing again, then i figured out how to make emiters. I ended up changing everything related to the nod flame weapons into ice weapons. Heres some screenshots.

And the file.

File Attachments

1) Ice Flame.jpg, downloaded 844 times

Subject: Re: Ice flame

Posted by Goztow on Wed, 04 Jan 2006 09:13:16 GMT
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That's actually pretty original, nice work! It looks good too...

Subject: Re: Ice flame
Posted by light on Wed, 04 Jan 2006 09:38:01 GMT
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I'll grab a copy later, it looks quite cool.

(Does the file include the blue flame tank and flamethrower, or is it just the ice effect?)

Subject: Re: Ice flame
Posted by bisen11 on Wed, 04 Jan 2006 13:38:35 GMT
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Sounds like an oxy moron... But it does look cool.

Subject: Re: Ice flame
Posted by JeepRubi on Wed, 04 Jan 2006 14:39:05 GMT
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It includes the flame tank and flame thrower effects, the skins, the ice marks, and the burning mist ice effect. (as seen in the tree.)

Subject: Re: Ice flame
Posted by WNxCABAL on Wed, 04 Jan 2006 14:47:41 GMT
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Thats pretty cool

I wish you had made & released it sooner, I could of added it to Snowfight 2005

Subject: Re: Ice flame
Posted by bisen11 on Wed, 04 Jan 2006 15:22:15 GMT
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WNxCABAL wrote on Wed, 04 January 2006 09:47Thats pretty cool

I wish you had made & released it sooner, I could of added it to Snowfight 2005

That was glitchy when i played it with a freind. He was host. It was as if the game was always registering my character as facing north (not sure which exact direction it was) even when he was facing south. So if i did face south and go forwards it would lag me backwards.

Subject: Re: Ice flame
Posted by JeepRubi on Wed, 04 Jan 2006 15:28:52 GMT
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WNxCABAL wrote on Wed, 04 January 2006 08:47Thats pretty cool

I wish you had made & released it sooner, I could of added it to Snowfight 2005

I just had the idea for it at about 3 yesterday afternoon and it took me about 4 hours on and off to make.

Just so evry one knows i am updating the pt icons for another release.

Subject: Re: Ice flame
Posted by JeepRubi on Wed, 04 Jan 2006 16:18:23 GMT
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The final version, now has the PT icons and still contains everything else.

[http://files.filefront.com/Flame_Icezip/;4563958;;/fileinfo.html]Ice Flame[/url]

Subject: Re: Ice flame
Posted by Oblivion165 on Wed, 04 Jan 2006 16:41:38 GMT
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I like it, but i dont see how you guys think this is original. There must be 50 topics for the blue emitters.

Subject: Re: Ice flame
Posted by idebo on Wed, 04 Jan 2006 16:47:38 GMT
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The flames are elite.

Subject: Re: Ice flame
Posted by JeepRubi on Wed, 04 Jan 2006 17:01:47 GMT
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sorry but this is not my final version i still have a few things i want to do.

Subject: Re: Ice flame
Posted by JeepRubi on Wed, 04 Jan 2006 17:40:52 GMT
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Ok this is the FINAL version.

Ice Flame

Subject: Re: Ice flame
Posted by idebo on Wed, 04 Jan 2006 18:02:58 GMT
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The flames are not RG verified. Those where the only ones I wanted to use...

Subject: Re: Ice flame
Posted by JeepRubi on Wed, 04 Jan 2006 18:44:41 GMT
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If someone could verify them for me however that might be that would be great. I dont have that much time on my hand at thr moment.

Subject: Re: Ice flame
Posted by EA-DamageEverything on Thu, 05 Jan 2006 19:55:30 GMT
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So you changed the Flame. I have 2 questions about this. I've DLed it now and will have a look later.

Are the w3d files RG approved?

And what about the Explosion anims? I have had a file (e_master01.dds or similar) which changed the flame too (Tank and Troop), but while using this file I didn't see any Explosions. My flamer had a purple flame and everytime it was blown up it still blew up without any fire animation.

Do your files ONLY change the Flametanks flames?

Subject: Re: Ice flame
Posted by JeepRubi on Thu, 05 Jan 2006 22:05:07 GMT
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EA-DamageEverything wrote on Thu, 05 January 2006 13:55So you changed the Flame. I have 2 questions about this. I've DLed it now and will have a look later.

Are the w3d files RG approved?

And what about the Explosion anims? I have had a file (e_master01.dds or similar) which changed the flame too (Tank and Troop), but while using this file I didn't see any Explosions. My flamer had a purple flame and everytime it was blown up it still blew up without any fire animation.

Do your files ONLY change the Flametanks flames?

The w3d files are not rg approved.

I have not edited the explosions at all so they still work.

My files changer the skins for flamethrower and flametank, pt icons for both, firing is ice for both, they leave ice marks instead of scorch marks, the flamethrower canister is blue, the flames left by the flame tank and flamethrower is now blue mist.

And if you diddnt noticed you asked 3 questions.

Subject: Re: Ice flame
Posted by light on Fri, 06 Jan 2006 07:20:39 GMT
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I love the flame effect, but I took out the blue skins for the tank and unit. I think it loos better when they come from a red unit.