
Subject: O RLY?

Posted by [Renardin6](#) on Mon, 16 Jan 2006 01:01:06 GMT

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YA RLY.

GDI Beacon. Not final screen of course. Just some humor.
Once final product is in-game, it will be shown with a video.

Subject: Re: O RLY?

Posted by [Naamloos](#) on Mon, 16 Jan 2006 01:08:12 GMT

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Nice beacon. Will there be a countdown on the screen?

Subject: Re: O RLY?

Posted by [GDIrish](#) on Mon, 16 Jan 2006 01:11:08 GMT

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A nice touch would be to keep the "O RLY" and "YA RLY" pictures in there.

A way in implementation could be that it counts down and every second a flash of "O RLY" would come up, and if the unfortunate event of successful deployment, "YA RLY" would flash very quickly.

Probably sounds stupid, but I would find it entertaining. And plus, its a very very very small something, anyways.

Subject: Re: O RLY?

Posted by [Renardin6](#) on Mon, 16 Jan 2006 01:11:20 GMT

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sort of. Not sure of what it will be or how it will works. Nightcrawler will do that once I give him the model.

Subject: Re: O RLY?

Posted by [JeepRubi](#) on Mon, 16 Jan 2006 01:20:18 GMT

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I think the little little legs are cute.

Subject: Re: O RLY?

Posted by [Aprime](#) on Mon, 16 Jan 2006 01:29:16 GMT

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Oh my, it's an anal probe.

Subject: Re: O RLY?

Posted by [Renardin6](#) on Mon, 16 Jan 2006 01:48:23 GMT

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Some envy?

lol

Subject: Re: O RLY?

Posted by [Jaspah](#) on Mon, 16 Jan 2006 02:23:31 GMT

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Meh, I like it. But, Comrade has a point - it does look like an anal probe. O_O

Subject: Re: O RLY?

Posted by [Sir Phoenixx](#) on Mon, 16 Jan 2006 02:27:47 GMT

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It looks good, but that model really needs to be redone, 1930 polygons is way, WAY too much for anything like that. That could be done in less then 600-800 with little to no loss in detail.

Subject: Re: O RLY?

Posted by [JeepRubi](#) on Mon, 16 Jan 2006 02:30:46 GMT

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Do like Westwood and make a first and third person model.

Subject: Re: O RLY?

Posted by [Sir Phoenixx](#) on Mon, 16 Jan 2006 02:38:48 GMT

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Which should then be about 800 max for the first person model, and 200-300 max for the third person model...

Subject: Re: O RLY?

Posted by [ghost](#) on Mon, 16 Jan 2006 03:51:37 GMT

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this is so good !

Subject: Re: O RLY?

Posted by [PaRaDoX](#) on Mon, 16 Jan 2006 05:46:00 GMT

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you could do a LOD for the third person model so as long as you are not next to them it is low poly

Subject: Re: O RLY?

Posted by [Coolrock](#) on Mon, 16 Jan 2006 05:50:14 GMT

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Quoted from the Reborn forums:

Quote:1930 polygons is a lot...

Red Alert: A Path Beyond's tanks aren't even that high. Think about it, if a full size tank has less then a beacon that size, it's a bit high, no? I would try to fix that.

Other then that, it looks great.

Subject: Re: O RLY?

Posted by [Renardin6](#) on Tue, 17 Jan 2006 20:37:31 GMT

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to answer your post coolrock, check Reborn forums.

Subject: Re: O RLY?

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 18 Jan 2006 01:46:04 GMT

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You probably wont have more than 2 of these beacons in the same screen anyway... with that said, it shouldn't slow things down considerably, if at all.

Subject: Re: O RLY?

Posted by [rm5248](#) on Wed, 18 Jan 2006 01:56:06 GMT

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Well, it would be easy to delete the buttons to lower the poly count, I think that they'd be a bit too small to see in-game anyway.

Subject: Re: O RLY?

Posted by [Jecht](#) on Wed, 18 Jan 2006 02:37:35 GMT

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Computer Scientists always think worst case scenario. I've seen 5 beacons on the same screen several times in Renegade. It was quite funny actually, I wish I took screenshots.

Subject: Re: O RLY?

Posted by [JRPereira](#) on Wed, 18 Jan 2006 02:41:41 GMT

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I'd have to agree, individually modeling buttons is kind of overkill.

Subject: Re: O RLY?

Posted by [Ryan3k](#) on Wed, 18 Jan 2006 23:52:48 GMT

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GDIrish wrote on Sun, 15 January 2006 19:11A nice touch would be to keep the "O RLY" and "YA RLY" pictures in there.

A way in implementation could be that it counts down and every second a flash of "O RLY" would come up, and if the unfortunate event of successful deployment, "YA RLY" would flash very quickly.

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IMO that would just be ridiculous.

Any initial novelty it would have would be quickly worn out after maybe a week or so of play.
