
Subject: Beacon models (yet again)...please don't delete
Posted by [Anonymous](#) on Wed, 01 Mar 2006 19:25:38 GMT
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Okay, i'll try to post my question again and hope this thread won't get deleted and that the first posts won't be posts accusing me of being a cheater /

I'm searching for beacon models which are easier to spot than the originals.

Why: Because when playing Renegade on a (private) lan-party i noticed that sometimes when there were not much players on the server (about 8) it was almost impossible to find a beacon after it was deployed.

Example:

-3 Players of the GDI team are attacking the enemy base, 1 Player is still at their base.

-"Nuclear Beacon deployed"

-Now 1 Player is trying to find the beacon which could be anywhere in the GDI base (all buildings still alive)

Of course it's impossible for one player to find a beacon in such a situation and defuse it (except by luck).

Thus i had the idea that by placing a small sphere above the beacons it would be easier to spot them and so increase the probability that a beacon is found. So i googled if such a model already exists, but couldn't find anything useful (i only found a beacon model which is way too big and ugly).

So i tried to edit the beacon model myself (never used renx before) but when importing the original w3d model to renx and exporting it back to w3d the box which normally appears around the beacon when it is targeted no longer appears.

...THIS BEACON MODELS WOULD BE USED BY ALL PLAYERS ON THE LAN...

Subject: Re: Beacon models (yet again)...please don't delete
Posted by [Oblivion165](#) on Wed, 01 Mar 2006 19:45:14 GMT
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Make sure to put some collisions on it, otherwise its invisible to everything.

Physical would work, now that its big, you will bump into it.

Subject: Re: Beacon models (yet again)...please don't delete
Posted by [Mad Ivan](#) on Wed, 01 Mar 2006 23:18:46 GMT

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Ist a tad late here so I havent tested these.

However, slap them in your Renegade Data dir and try them.If they dont work, use W3D View to open w_ionb_open.W3D -> Hierachy -> W_IONB_OPEN and see how it looks.

I can do both GDI and Nod versions, test them, scale them so you can see them above the highest building in Ren, apply some fancy texture effects for better eYe appeal and give them to you.Keep in mind that they are not RenGuard-verified (and probably WONT BE) so you have to remove them from your copy of Renegade each time you want to play online.

If you are interested-drop me a PM or:

ICQ# 117855039

EDIT: I used aggregates, because im a lazy bum atm.But i can do them the normal way if you are interested.

Subject: Re: Beacon models (yet again)...please don't delete
Posted by [Goztow](#) on Thu, 02 Mar 2006 07:52:03 GMT

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Follow the sound? And posting this attachment is totally out of line IMO. We'll see what moderators say. You should have PM'ed it.

Subject: Re: Beacon models (yet again)...please don't delete
Posted by [Anonymous](#) on Thu, 02 Mar 2006 11:45:44 GMT

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Oblivion165 wrote on Wed, 01 March 2006 20:45Make sure to put some collisions on it, otherwise its invisible to everything.

Physical would work, now that its big, you will bump into it.

Thanks a lot, after adding a collision box (for Projectiles) everything worked out fine.

@Mad Ivan:

Also thanks to you. I haven't tested your models yet but i appreciate the time you spend in making them to help me. Though i won't need them since Olbivion165s solution already worked (though it's a very kind offer of you to make the models).

Oh and i don't play renegade on-line, so RenGuard won't be a problem. (In fact the last game i played on-line was Counter-Strike 5.2)

@Gotztow

I wouldn't worry about his models since people searching for really large beacons for cheating can find them within 5 minutes of googling.

Subject: Re: Beacon models (yet again)...please don't delete
Posted by [Goztow](#) on Thu, 02 Mar 2006 11:52:08 GMT
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nobug wrote on Thu, 02 March 2006 06:45
@Gotztow

I wouldn't worry about his models since people searching for really large beacons for cheating can find them within 5 minutes of googling.
So can people for drugs, bombs, ... but does that mean you need to post them on your forum?

Subject: Re: Beacon models (yet again)...please don't delete
Posted by [Renardin6](#) on Thu, 02 Mar 2006 13:00:25 GMT
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W3D Modified models aren't a big deal. Renguard stops those.

Subject: Re: Beacon models (yet again)...please don't delete
Posted by [RTsa](#) on Fri, 03 Mar 2006 09:09:06 GMT
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The thing is a huge beacon cheat is way easier to spot than a bit bigger beacon cheat.

Subject: Re: Beacon models (yet again)...please don't delete
Posted by [Goztow](#) on Fri, 03 Mar 2006 09:39:04 GMT
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It's like those fluo skins too. bah. Too bad pure mode is so unpopular...

Subject: Re: Beacon models (yet again)...please don't delete
Posted by [Renardin6](#) on Fri, 03 Mar 2006 11:37:44 GMT
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RTsa wrote on Fri, 03 March 2006 03:09The thing is a huge beacon cheat is way easier to spot than a bit bigger beacon cheat.

The thing is that I don't play on server without Renguard.

Subject: Re: Beacon models (yet again)...please don't delete

Posted by [RTsa](#) on Fri, 03 Mar 2006 18:09:53 GMT

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Full Renguard? I don't think so..I've seen you on n00bstories
