Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Thu, 26 Dec 2002 21:31:00 GMT

I'm having a problem with my code, and I don't know where else to ask it.Basically, what I have is a variable in the middle of a string being printed to an output file.code:Print #1, "StringI" + variable + "StringII"Now, what I want that to result in is this:code:StringIvariableStringIIBut instead, I get:code:StringI variableStringIIIt puts a space after the first part of the string, and I don't know why...Anyone know? :S

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Thu, 26 Dec 2002 21:41:00 GMT

quote:Originally posted by Taximes:I'm having a problem with my code, and I don't know where else to ask it.Basically, what I have is a variable in the middle of a string being printed to an output file.code:Print #1, "StringI" + variable + "StringII"Now, what I want that to result in is this:code:StringIvariableStringIIBut instead, I get:code:StringI variableStringIIIt puts a space after the first part of the string, and I don't know why...Anyone know? :Shave u triedvariable2 = "StringI" + variable + "StringII"print #1,variable2 [December 26, 2002, 21:41: Message edited by: Francois]

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Thu, 26 Dec 2002 21:43:00 GMT

I hadn't, but I just did and it did the same thing.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Thu, 26 Dec 2002 21:44:00 GMT

what your varible is supposed to print?(the sub to make the variable = x)

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Thu, 26 Dec 2002 21:50:00 GMT

All of it is happening in a for loop, so the whole thing is actually printed several times.The variable is a number that increases each time, while the rest of the string stays the same.But it won't work with that space before the number.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Thu, 26 Dec 2002 22:13:00 GMT
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wierd

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Thu, 26 Dec 2002 22:40:00 GMT
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I don't know a thing about this stuff, but post the whole script, someone may spot where the space is coming from...

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Thu, 26 Dec 2002 22:55:00 GMT
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I got it   It just seems that Visual Basic has a bad habit of throwing in a space when you use the str$() command...

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 02:37:00 GMT
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well who do you think???i say jbavrhis models are amazing.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 02:40:00 GMT
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Um, you mean his model, as in one model... And it was just a Tesla Coil, not like it was that difficult to do.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 04:24:00 GMT
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It depends on your criteria.I can produce photo-realistic models that look exactly like the ones from the Tiberian Dawn cutscenes, but you'd never be able to use them in-game.You have to judge it on polycount, accuracy, texturing.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 04:55:00 GMT
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spartnII, ive seen alot of his work and its awesome, low polycount, lots of detail.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 05:54:00 GMT
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I vote for me. No basis for this vote, I just am the king of the universe.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 07:36:00 GMT
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Well I am not self centered so..... I think there's three best.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 09:04:00 GMT
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I think i seen alot of good modelers, one day i shall be greater than them ALL!

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 11:09:00 GMT
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quote:Originally posted by aircraftkiller2001:Um, you mean his model, as in one model... And it was just a Tesla Coil, not like it was that difficult to do.no i mean as in comparing all of the models of a modeler.and i agree that tesla was ez to make. but i have seen almost all of his models and they are sweet.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 13:46:00 GMT
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yeah, Gernader8 is good, so is Agent Gibson, who is the only person i've seen who can make infantry models. Of course it's nearly impossible to beat ACK's mapmaking skills, mainly because he won't let you.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 14:27:00 GMT
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i havent seen anything of gernade8 yet. can you show me some?

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 14:30:00 GMT
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hey, playermodels are no problem, if you know what i mean ^^

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 14:33:00 GMT
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ACK or Gernader- can't decide. Would Dante be a consideration?

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 15:05:00 GMT
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quote:Originally posted by imdgr8one:ACK or Gernader- can't decide. Would Dante be a consideration?No, because Dante doesn't make models.Havoc, Gernader has done almost every structure for Renegade Alert... Apart from the Service Depot, Ore Silo, and the Helipad, all of which I did.Mine:
http://www.cncrenegade.info/redalertmod/images/models/buildings/Helipad.jpghttp://www.cncrenegade.info/redalertmod/images/models/buildings/ore_silo_01.jpghttp://www.cncrenegade.info/redalertmod/images/screenshots/nukesilo.jpg <-- Did the missile silo too... I'll do a new version sometime soon.The rest here are
his:http://www.cncrenegade.info/modules.php?name=Content&pa=showpage&pid=76http://www.cncrenegade.info/modules.php?name=Content&pa=showpage&pid=77

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 15:15:00 GMT
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noooooooooooo, Dante=Programmer... Dante=3d retard... Dante=Graphics retard...if it can't be done in notepad... im a retard!!!LOL

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 15:42:00 GMT
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nice,here is some of my work.http://www.n00bstories.com/image.fetch.php?id=10
65547026http://www.n00bstories.com/image.fetch.php?id=10
68845166http://www.n00bstories.com/image.fetch.php?id=12
24888227http://www.n00bstories.com/image.fetch.php?id=10
34174883http://www.n00bstories.com/image.fetch.php?id=16
73813796http://www.n00bstories.com/image.fetch.php?id=21
02244158http://www.n00bstories.com/image.fetch.php?id=17
06885991http://www.n00bstories.com/image.fetch.php?id=11
58691211http://www.n00bstories.com/image.fetch.php?id=14
63425409http://www.n00bstories.com/image.fetch.php?id=11
38643105http://www.n00bstories.com/image.fetch.php?id=20
07807306http://www.n00bstories.com/image.fetch.php?id=20
16356355http://www.n00bstories.com/image.fetch.php?id=17 29693172these are only
some.btw... the third last and the second last pictures have a hit of over 9000 [December 27,
2002, 15:46: Message edited by: Havoc 89]

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 16:06:00 GMT
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Is one of those guns in Halo?.........never played it though...

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 16:13:00 GMT
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Sometimes the polygon counter lies, sometimes it doesn't show the full polycount of some objects.
That soviet Barracks model is probably more than 1529 polygons.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Fri, 27 Dec 2002 16:19:00 GMT
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i dont think so. besides that was the old version the new version has less poly count.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Sat, 28 Dec 2002 00:22:00 GMT
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I really like Grenader8's work, I haven't really seen everyones.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Sat, 28 Dec 2002 00:37:00 GMT
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quote:Originally posted by JTBob:I really like Grenader8's work, I haven't really seen everyones.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Sat, 28 Dec 2002 00:59:00 GMT
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Hands down, I would have to say that it's Ack, but hee's a map maker, [December 27, 2002, 13:52: Message edited by: maytridy]

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Sat, 28 Dec 2002 16:05:00 GMT
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acturally 2 of them are from halo. the second and third last guns are from halo.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Sat, 28 Dec 2002 16:26:00 GMT
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i say magic013 was a good modeler but he's not around anymore he made red alert 2 buildings if u do a search i think u can find it

---

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Sun, 29 Dec 2002 03:08:00 GMT
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What about me? LMAO! I would say Ack because a Map is like 1 big model!

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Sun, 29 Dec 2002 04:08:00 GMT
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Havoc 89, gernader 8, cyborgDC, triforce.I think that those guy's are the best modelers.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Sun, 29 Dec 2002 14:18:00 GMT
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If I had the time I could make some really detailed models. I had tones of pistures on reneagde mods.infobut ehre is anuke cannon a made a while ago.\http://www.renegadegenerals.com/files/generals/art/fixedwheels.jpgand some fo my guns i have amde for the ra1 mode are on there. I have a few more waiting to be put up.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Sun, 29 Dec 2002 14:44:00 GMT
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i can make really detailed models. but i always try to make my models so that they can work ingame. i try to make my model extreamly low poly.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Sun, 29 Dec 2002 15:16:00 GMT
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quote:Originally posted by Havoc 89:i can make really detailed models. but i always try to make my models so that they can work ingame. i try to make my model extreamly low poly.Thats exactly what I was going to say.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Sun, 29 Dec 2002 15:41:00 GMT
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quote:Originally posted by Havoc 89:i can make really detailed models. but i always try to make my models so that they can work ingame. i try to make my model extreamly low poly.That is what everyone tries to do but few people can make high detail models with a limited amount of polygons.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Sun, 29 Dec 2002 15:44:00 GMT
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i can do that too. make really detailed models with low poly.

Subject: OT: For anyone who knows Visual Basic...

Posted by Anonymous on Sun, 29 Dec 2002 17:52:00 GMT
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quote:Originally posted by Havoc 89:i can do that too. make really detailed models with low poly.then they are not really detailed.And whats your definition of low poly?mines about 10,000

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Sun, 29 Dec 2002 20:38:00 GMT
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about like 1000-3000

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Mon, 30 Dec 2002 05:49:00 GMT
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Im not gonna sit here and inflate egos. I have seen many great looking models that have been done by numerous people. Personally I can't see the purpose of deciding who is better than who. Albeit, out of some of the best models ive seen, very few of them have been used in a mod as of yet, which goes to show, you can build all you want, but until it is placed in a situation for use, doesn't that make it useless? I have seen this topic arise in almost every game forum. There are many talented people here in the community, but there is also alot of really superb mods that are never finished. My two cents to the community, quit worrying about who is better than who, and put the energy into finishing all of these mod ideas that I keep hearing about. Keep up the great work, after all, if you dont have at least 2 gigs of mods/maps in your data folder, it just doesn't feel like a true WW game. (technically 3.8gb in mine but who is counting.. I can tell you this much, it completely sucks trying to backup all the files.) And I do have to commend this thread...it has to be the first thread I've ever seen on the boards where Aircraftkiller wasn't flaming someone.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Mon, 30 Dec 2002 07:21:00 GMT
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quote: if you dont have at least 2 gigs of mods/maps in your data folder, it just doesn't feel like a true WW game. (technically 3.8gb in mine but who is counting.. I can tell you this much, it completely sucks trying to backup all the files.) HMmmmmmmmm.........I have 1.7 gigs...Is that good enough?.....jk

---

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Mon, 30 Dec 2002 09:26:00 GMT
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My defintion of low poly is 0 to 1500unless im doing a map... which is 10,000 to 20,000i have 2 gigs of Ra2 maps, and .7 of a gig for renegade.

Subject: OT: For anyone who knows Visual Basic...
Posted by Anonymous on Mon, 30 Dec 2002 11:09:00 GMT
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HOLY CRAP 2 GIGS OF RA2 THOSE THINGS ARE LIKE 1 mb or less OMGOMGOMG