
Subject: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Sat, 05 Aug 2006 14:46:34 GMT
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Hello peeps, for now on im gonna post updates ETC on this thread. feel free to talk anythign related to the Game or Terminator movies, ask questions if ya like.

Subject: Re: Terminator | A new fate Official Thread
Posted by [Mad Ivan](#) on Sat, 05 Aug 2006 15:06:43 GMT
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did you get permission from the creators/copyright owners?

Subject: Re: Terminator | A new fate Official Thread
Posted by [Aircraftkiller](#) on Sat, 05 Aug 2006 15:23:49 GMT
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No, of course he didn't.

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Sat, 05 Aug 2006 22:48:38 GMT
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Naw come to find out, it ses on the Terminator 1 dvd, its a GreenBurg Brothers partnership so i suppose that means they own the copyrights, i have no clue in this world how to contact them thoe.

Subject: Re: Terminator | A new fate Official Thread
Posted by [AmunRa](#) on Sat, 05 Aug 2006 23:22:18 GMT
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Copyrights are for fools.

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Sun, 06 Aug 2006 00:32:27 GMT
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AmunRa wrote on Sat, 05 August 2006 18:22Copyrights are for fools.

Tell me bout it.

Subject: Re: Terminator | A new fate Official Thread
Posted by [Aprime](#) on Sun, 06 Aug 2006 01:36:01 GMT
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AmunRa wrote on Sat, 05 August 2006 19:22Copyrights are for fools.

Saying that copyrights are for fools is foolish.

Subject: Re: Terminator | A new fate Official Thread
Posted by [icedog90](#) on Sun, 06 Aug 2006 01:39:48 GMT
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Comrade wrote on Sat, 05 August 2006 18:36AmunRa wrote on Sat, 05 August 2006 19:22Copyrights are for fools.

Saying that copyrights are for fools is foolish.

I second that.

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Sun, 06 Aug 2006 01:56:43 GMT
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lmao i only said " tell me bout it " cause i was just going with what he wanted to hear, but hell if i could id copyright every single thing im making down to the grain of sand LMAO. im thinkin bout talkin to my Bussiness attourney bout asking who it is i need to call if he would no, cuase im sure theres like some Copyright office u can call or somehting, ya no. but yea. just making my self more clear bout what i said above lol

Subject: Re: Terminator | A new fate Official Thread
Posted by [YSLMuffins](#) on Sun, 06 Aug 2006 02:24:37 GMT
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There should be a citation method for video game mods.

Subject: Re: Terminator | A new fate Official Thread
Posted by [Doitle](#) on Sun, 06 Aug 2006 02:35:34 GMT
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Just start it off with a little.

The properties and images used forthwith are owned solely by their appropriate copyright holders.

Tada, you assume no ownership of anything thats not yours, no worrying.

Subject: Re: Terminator | A new fate Official Thread
Posted by [AmunRa](#) on Sun, 06 Aug 2006 04:20:01 GMT
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When I said copyrights are for fools, I meant strictly in his case

Subject: Re: Terminator | A new fate Official Thread
Posted by [Aprime](#) on Sun, 06 Aug 2006 07:06:33 GMT
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Sure.

Subject: Re: Terminator | A new fate Official Thread
Posted by [LR01](#) on Sun, 06 Aug 2006 09:08:27 GMT
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You need permission from the autor?
but what about the othere mods?

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Sun, 06 Aug 2006 10:25:06 GMT
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I agree pretty much 100 % for what the people said above last night when i was asleep but hey guys i gotta go i wont be here all day i got a MX race to race ight guys. . . .

Feel free to ask questions an stuff why im gone and ill be glad to answer them when i get home.

Subject: Re: Terminator | A new fate Official Thread
Posted by [Mad Ivan](#) on Sun, 06 Aug 2006 20:59:32 GMT
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LR01 wrote on Sun, 06 August 2006 12:08You need permission from the autor?
but what about the othere mods?

Yes, permission from the author/copyright holder. If you don't ask or the cr holder forbids you to

use his ideas, you get Foxed.
You can read more on the matter [Here](#).

Blizzard are also known for Foxing projects, based on their *Craft games. When you ask permission to make a mod, based on their games they simply reply "Refer to our copyright information":

Quote:Can I write novels, screenplays, theatrical productions or other adaptations based on your games?

No. Blizzard Entertainment® reserves the right to extend and expand our properties to other media. We want to provide a consistent story and universe for our customers, and want to ensure that only the highest quality, officially licensed and approved material is created based on our characters and other creative properties.

Quote:Can I get authorization to do an expansion pack, novel, screenplay, theatrical production, or other adaptation based on your games?

Unfortunately, Blizzard Entertainment® cannot accept unsolicited ideas or submissions. As a result, we will not be able to review or authorize any submissions related to expansions, novels, screenplays, productions or other adaptations
-A nice way to say "Fuck you".

Subject: Re: Terminator | A new fate Official Thread
Posted by [Jaspah](#) on Mon, 07 Aug 2006 03:30:52 GMT
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You put your mod website on MySpace....?

Subject: Re: Terminator | A new fate Official Thread
Posted by [icedog90](#) on Mon, 07 Aug 2006 06:35:34 GMT
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I never liked Blizzard. The only reason why everyone likes them is because of the insanely famous "StarCraft" and World of Warcraft.

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Mon, 07 Aug 2006 11:51:39 GMT
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hey guys, just lettin u no production is going to be slow here for a few days, i kinda tore my knee cap all up from my race

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Mon, 07 Aug 2006 11:54:27 GMT
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Jaspah wrote on Sun, 06 August 2006 22:30 You put your mod website on MySpace....?

Imao yea, anything to let peeps no bout it ya no

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Mon, 07 Aug 2006 19:19:42 GMT
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im gonna start working on the Infered T-vision right now just lettin you guys no.

Subject: Re: Terminator | A new fate Official Thread
Posted by [Zion](#) on Mon, 07 Aug 2006 20:54:28 GMT
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To make it look like you are actually serious about this, I would recommend that you take a look into your grammar/spelling.

Take the following quote as an example:

N1warhead wrote on Mon, 07 August 2006 14:19 im gonna start working on the Infered T-vision right now just lettin you guys no.

This would be better:

Correction! I'm going to start work on the "Infra-red T-Vision" right now. Just letting you guys know.

Now, doesn't that look alot better?

And you triple posted. There is an edit button you know?

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Mon, 07 Aug 2006 21:25:52 GMT
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Merovingian wrote on Mon, 07 August 2006 15:54 To make it look like you are actually serious about this, i would recommend that you take a look into your grammar/spelling.

Take the following quote as an example:

N1warhead wrote on Mon, 07 August 2006 14:19 im gonna start working on the Infered T-vision right now just lettin you guys no.

This would be better:

Correction! I'm going to start work on the "Infra-red T-Vision" right now. Just letting you guys know.

Now, doesn't that look a lot better?

And you triple posted. There is an edit button you know?

sorry jeez no one is perfect people screwed up in Terminator movies. just like on the T2 part where the Terminator goes into the bar the person Spelt Briefs wrong spelt it liek breifs or soemthing like dat.

oh and no i couldent have hit Edit or what ever it is. cause it was a totally different subject than something about myspace. thats just how I am i no i could have merged it, but if its about a totally different subject i ain't gonna mix it into the same thing.

Subject: Re: Terminator | A new fate Official Thread
Posted by [Dave Mason](#) on Mon, 07 Aug 2006 23:58:39 GMT
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Merovingian wrote on Mon, 07 August 2006 21:54 To make it look like you are actually serious about this, I would recommend that you take a look into your grammar/spelling. Take the following quote as an example:

N1warhead wrote on Mon, 07 August 2006 14:19 im gonna start working on the Infered T-vision right now just lettin you guys no.

This would be better:

Correction! I'm going to start work on the "Infra-red T-Vision" right now. Just letting you guys know.

Now, doesn't that look a lot better?

And you triple posted. There is an edit button you know.

Subject: Re: Terminator | A new fate Official Thread
Posted by [YSLMuffins](#) on Tue, 08 Aug 2006 00:31:44 GMT
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This honestly seems like it's going to derail even moreso very quickly. Unless it stops here the thread's going to be locked.

Subject: Re: Terminator | A new fate Official Thread
Posted by [AmunRa](#) on Tue, 08 Aug 2006 00:59:33 GMT
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Dave Mason wrote on Mon, 07 August 2006 19:58Merovingian wrote on Mon, 07 August 2006 21:54To make it look like you are actually serious about this, I would recommend that you take a look into your grammar/spelling.
Take the following quote as an example:

N1warhead wrote on Mon, 07 August 2006 14:19im gonna start working on the Infered T-vision right now just lettin you guys no.

This would be better:

Correction!m going to start work on the "Infra-red T-Vision" right now. Just letting you guys know.

Now, doesn't that look alot better?

And you triple posted. There is an edit button you know.

you constantly correcting peoples grammar is really starting to get annoying.
I know you didn't do it in this case, just meant all the other threads with all that possessive crap.

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Tue, 08 Aug 2006 08:48:20 GMT
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yea guys please listen to YSL i dont want it to be locked so stay on Topic.

Subject: Re: Terminator | A new fate Official Thread
Posted by [Zion](#) on Tue, 08 Aug 2006 12:47:56 GMT
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Apologies.

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Tue, 08 Aug 2006 23:31:32 GMT
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BETA <<<<<< version of the Infared T-800 vision.
and yes im aware it needs adjustments on the T-800's Crosshairs and the hands. just wanted to go ahead and give you guys some sort of update.

Subject: Re: Terminator | A new fate Official Thread
Posted by [PaRaDoX](#) on Wed, 09 Aug 2006 02:46:34 GMT
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something like that would get annoying fast. Try diffent Materals and effects. Make a fuzzy line go down it or something.

Subject: Re: Terminator | A new fate Official Thread
Posted by [PlastoJoe](#) on Wed, 09 Aug 2006 04:08:16 GMT
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How will this act as infrared besides changing the color of the screen?

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Wed, 09 Aug 2006 10:30:43 GMT
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TO answer the first guys comment. it will be fully 3d animatable all kinds of effects and text ETC like the Terminators Compass is going to appear, Graph charts, ammo levels, what gun you have selected will appear for a second and do 1 or 2 rotations go go down to the bottom of the hud and slowly Dissipate. . As for the ammo, and the Gun im sure thats going to take a script actually it wont i just now thought of a idea LOL. but as for the ammo yea it will take a script.

2nd guys question. - umm thats the part ima have to figure out im not sure if there can be a script for a True Infared for renegade engine im going to look into it more. but if youve played any of the Terminator games, or watched the scenes of the Red vision, ud notice it doesnt seem to pick up heat on the body they just seem to look plain red, so if all goes bad ill just adjust the red to one that can be atleast halfway decent, ya no.

Subject: Re: Terminator | A new fate Official Thread
Posted by [Zion](#) on Wed, 09 Aug 2006 14:04:07 GMT
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Paradox is female.

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Wed, 09 Aug 2006 15:52:04 GMT
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Merovingian wrote on Wed, 09 August 2006 09:04Paradox is female.

Oops, my bad paradox I didnt know.

Subject: Re: Terminator | A new fate Official Thread
Posted by [Spice](#) on Wed, 09 Aug 2006 16:54:53 GMT
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I'd say reducing the opacity by about 30% would be a great start.

You're very dedicated, an honorable trait.

Subject: Re: Terminator | A new fate Official Thread
Posted by [PlastoJoe](#) on Wed, 09 Aug 2006 17:14:27 GMT
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Just a suggestion, and I don't know how feasible it will be, but for the infrared vision you could make the screen darker (either a gray or a dark green) and have MCTs and players displayed as a shape of bright color/colors.

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Wed, 09 Aug 2006 18:50:09 GMT
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EXdeath wrote on Wed, 09 August 2006 17:54 I'd say reducing the opacity by about 30% would be a great start.

You're very dedicated, an honorable trait.

yea theres alot of changes i needs to make definitely.
hehe thanks for the comment Exdeath.

for Spyguys comment, yea i plan on making it darker, i just now remember that using layers will give me the color i need LMAO atleast for the red that is not sure bout the Heat patches like Infared not sure if that can work out like said before ill ask Jonwil at a later time.

Subject: Re: Terminator | A new fate Official Thread
Posted by [Oblivion165](#) on Wed, 09 Aug 2006 21:33:45 GMT
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Hmm, in that photo it looks like you went online with the mods. I would watch that man, you dont want to get banned.

Subject: Re: Terminator | A new fate Official Thread
Posted by [PaRaDoX](#) on Thu, 10 Aug 2006 02:33:20 GMT
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Exdeath is right. Also go for a Snowflake texture that is set to grid and 30fps might look awesome.

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Thu, 10 Aug 2006 15:46:39 GMT
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PaRaDoX wrote on Wed, 09 August 2006 21:33Exdeath is right. Also go for a Snowflake texture that is set to grid and 30fps might look awesome.

you talkin bout for the Crosshairs ?? if so ill try to make it more white, but it has to be Transparent. the Terminators on the Movies it is so yea lol.

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Sat, 12 Aug 2006 00:52:19 GMT
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Hello Terminator Fans, i just got MY VERSION of the Metal Storm so don't say it doesn't look like the real one LOL, i just made one that looked cool LOL, but here is the pic tell me what you guys think.

In my Opinion i think it looks bad as* lol
Ohh yea and it will be a Remotely Controlled artillery / assault Turret Gun by Laptop.

Subject: Re: Terminator | A new fate Official Thread
Posted by [icedog90](#) on Sat, 12 Aug 2006 03:26:17 GMT
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I think you should really listen to what we said before, and that is to not make it mega smooth with tons of polygons.

Subject: Re: Terminator | A new fate Official Thread
Posted by [LR01](#) on Sat, 12 Aug 2006 07:23:18 GMT
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Yea,
This isn't for Renegade (maybay if you want 1 item)
But why is it so dark?(hard to see the model

it looks awesome

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Sat, 12 Aug 2006 14:26:19 GMT
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It has only as many polys as a Vehicle does so there really isnt that many polys, and i didnt apply any smoothing effects to it except for the tiny metal bars on the top holding the Ammo crate to the gun.

It dont even have as many polys as APB mammoth tank. so theres not that many polys. I wouldnt think.

But i think its just the view and the texture that makes it look like its smooth.

see guys not that many polys just the Chamfered boxes just gave it edges that dont look sharp like a Knife so lol yea.

Subject: Re: Terminator | A new fate Official Thread
Posted by [icedog90](#) on Sat, 12 Aug 2006 19:35:53 GMT
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I still think there are more than necessary, and you can drop a lot of polygons easily without changing any detail at all. Those really small boxes that are connecting to the supports shouldn't have useless polygons around them, for one thing.

Subject: Re: Terminator | A new fate Official Thread
Posted by [Zion](#) on Sat, 12 Aug 2006 20:37:41 GMT
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I always delete faces that cannot be seen what-so-ever no-matter where you are in the map (usually the ones that you cannot see or ones that rest/hidden by other faces on another model). Cuts a great hole in the poly count.

Subject: Re: Terminator | A new fate Official Thread
Posted by [JeepRubi](#) on Mon, 14 Aug 2006 00:40:56 GMT
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I have a question, is there any other way to delete polys besides welding verticies?

Edit: I mean delete without leaving a gap

Subject: Re: Terminator | A new fate Official Thread
Posted by [icedog90](#) on Mon, 14 Aug 2006 04:53:58 GMT
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That's physically impossible because of how it works. If there are polygons connected to a point, they have to be removed because they can't be connected to nothing. What's wrong with welding? It works perfectly fine for me.

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Tue, 22 Aug 2006 05:47:02 GMT
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Hello Terminator | A new fate fans.

I'm just informing you all that the mod is being moved to F.E.A.R's engine, but it will still be playable to all who doesn't have it.

I'm sorry for the set back, but the Fear engine is a lot more up to date and I'd rather use something more up to pace ya no ????

I will definitely keep you guys up to date with Info no matter what engine I'm using but I'm pretty sure it's going to stay with Fears Engine. Just wanted to let y'all know so you don't think the Mod Died out and I quit, cause that's not the case, just wanna use something more advanced cause most of the stuff I wanna do Renegade can't support, and Fears SDK Gives away FULL SOURCE code, so I'll be able to do what I want.

Just remember. LIKE I said, it will still be playable to who ever wants to play it:)

Ok comment back if you guys like.

Subject: Re: Terminator | A new fate Official Thread
Posted by [Aprime](#) on Tue, 22 Aug 2006 09:55:23 GMT
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WOW WHAT A SURPRISE.

Subject: Re: Terminator | A new fate Official Thread
Posted by [tooncy](#) on Tue, 22 Aug 2006 16:46:43 GMT
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icedog90 wrote on Mon, 07 August 2006 02:35 I never liked Blizzard. The only reason why everyone likes them is because of the insanely famous "StarCraft" and World of Warcraft.

I totally agree with you. They are the biggest assholes when it comes to mods and their property. Kind of ironic, considering that Starcraft is a blatant rip off of a few science fiction movies.

Subject: Re: Terminator | A new fate Official Thread
Posted by [LR01](#) on Tue, 22 Aug 2006 18:31:35 GMT
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N1warhead wrote on Tue, 22 August 2006 07:47 Hello Terminator | A new fate fans.

I'm just informing you all that the mod is being moved to F.E.A.R's engine, but it will still be playable to all who doesn't have it.

I'm sorry for the set back, but the Fear engine is a lot more up to date and I'd rather use something more up to date ya no ????

I will definitely keep you guys up to date with info no matter what engine I'm using but I'm pretty sure it's going to stay with Fears Engine. Just wanted to let y'all know so you don't think the Mod Died out and I quit, cause that's not the case, just wanna use something more advanced cause most of the stuff I wanna do Renegade can't support, and Fears SDK Gives away FULL SOURCE code, so I'll be able to do what I want.

Just remember. LIKE I said, it will still be playable to who ever wants to play it:)

Ok comment back if you guys like.

Yes, but just like you said:

Quote: Just remember. LIKE I said, it will still be playable to who ever wants to play it:)

Doesn't the mod need more power? (meaning: can my pc still handle this?)

And why, instead of moving an engine to Renegade, you don't just use that engine to make mods?

Subject: Re: Terminator | A new fate Official Thread
Posted by [icedog90](#) on Tue, 22 Aug 2006 18:34:38 GMT
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toony wrote on Tue, 22 August 2006 09:46 I totally agree with you. They are the biggest assholes when it comes to mods and their property. Kind of ironic, considering that Starcraft is a blatant rip off of a few science fiction movies.

Wow, someone I can actually agree with about Blizzard...

Subject: Re: Terminator | A new fate Official Thread
Posted by [CarrierII](#) on Tue, 22 Aug 2006 22:15:20 GMT
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That may be... but it's still nearly ten years old and 10,000 games are running when I sign on
(Starcraft)

Subject: Re: Terminator | A new fate Official Thread
Posted by [YSLMuffins](#) on Wed, 23 Aug 2006 06:53:30 GMT
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So, this mod will no longer be on the Renegade engine? As long as it doesn't derail it'll stay open, but I'm not sure what else you are looking for from this thread now.

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Wed, 23 Aug 2006 14:15:07 GMT
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YSLMuffins wrote on Wed, 23 August 2006 01:53So, this mod will no longer be on the Renegade engine? As long as it doesn't derail it'll stay open, but I'm not sure what else you are looking for from this thread now.

Yes mam, its just switching Engines. no way in this world would derail terminator. id nvr diss Terminator like that LMAO

This Thread will just be for updates cause im sure there are still some peeps that will wanna atleast know what is goin on with it, ya no ??? i mean cause im still gonna make it where anyone in the world can play it, WITH or WITH OUT fear. witch im sure u already knew that LOL.

Subject: Re: Terminator | A new fate Official Thread
Posted by [N1warhead](#) on Sun, 27 Aug 2006 08:00:12 GMT
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Hey guys, i have got another new update on site www.anewfate.com it has 6 new Weapons, and a snap shot of the 2D terminator game im also making.

Comment back what yall think or just post in the Guestbook.
