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Subject: Tell me what you think of this model so far..  
Posted by [codemancq](#) on Wed, 23 Aug 2006 18:13:35 GMT  
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It's a model to go with a map I'm working on. It will kind of hover above the planet, and you will be able to see Earth out of the window, along with some other celestial bodies. The idea is to have a tiberium field up there, and the harvester teleported(through a stargate looking thing). Not sure if I'll keep it in, but it might make a neat addition to the map.

Please note: This is just a very sloppy draft. If I decide to go with this, I'll improve on it.

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Subject: Re: Tell me what you think of this model so far..  
Posted by [Zion](#) on Wed, 23 Aug 2006 18:37:03 GMT  
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Fix the main skeleton, and the glass dome to make each ploygon fit each space in the skeleton. An area in the dome for the tiberium, and how are the harvesters getting up there?

This should be in the Mods Forum.

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Subject: Re: Tell me what you think of this model so far..  
Posted by [Goztow](#) on Wed, 23 Aug 2006 19:21:30 GMT  
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Merovingian wrote on Wed, 23 August 2006 20:37Fix the main skeleton, and the glass dome to make each ploygon fit each space in the skeleton. An area in the dome for the tiberium, and how are the harvesters getting up there?

This should be in the Mods Forum.  
He will memory hack the harvester in there!!!111oneone

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Subject: Re: Tell me what you think of this model so far..  
Posted by [cmatt42](#) on Wed, 23 Aug 2006 21:01:23 GMT  
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Your ice cream cone is ugly.

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Subject: Re: Tell me what you think of this model so far..

Posted by [jnz](#) on Wed, 23 Aug 2006 22:01:48 GMT

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cmatt42 wrote on Wed, 23 August 2006 22:01Your ice cream cone is ugly.  
rofl

did you have to hack the program for this?

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Subject: Re: Tell me what you think of this model so far..

Posted by [Zion](#) on Wed, 23 Aug 2006 23:24:50 GMT

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Hack what program? He's using Renx, a Gmax plugin with w3d exporting tools that serious modders can get for 3dsmax now

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Subject: Re: Tell me what you think of this model so far..

Posted by [codemancq](#) on Thu, 24 Aug 2006 00:10:26 GMT

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Yeah, I will definetly clean it up and aling the structural frame with the dome if I go with this. As for getting the harvester up there, no memory hacking is needed. I will have a open hangar or something, with 2 teleporters on it. I will probobly make it so that if anything other than a harvester goes up there, it blows up, and maybe for units, a 30/70 chance of being visceroided/dying.

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Subject: Re: Tell me what you think of this model so far..

Posted by [jnz](#) on Thu, 24 Aug 2006 00:32:44 GMT

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Merovingian wrote on Thu, 24 August 2006 00:24Hack what program? He's using Renx, a Gmax plugin with w3d exporting tools that serious modders can get for 3dsmax now

it was sarcastic

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Subject: Re: Tell me what you think of this model so far..

Posted by [Zion](#) on Thu, 24 Aug 2006 09:21:07 GMT

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Sarcastic text replys usually end in "(!)" to notify others of your sarcasm. Please keep this in mind when posting other sarcastic comments.

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Subject: Re: Tell me what you think of this model so far..

Posted by [Halo38](#) on Thu, 24 Aug 2006 16:14:56 GMT

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I'm not too fond of the model, but I like your idea of being able to see the earth and other space related objects outside, keep ideas like that flowing

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Subject: Re: Tell me what you think of this model so far..

Posted by [Veyrdite](#) on Sun, 27 Aug 2006 09:01:43 GMT

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if you are going to do it, you may want to make a veiwing script-an inside that is bigger and/or different shaped compared to the outside. this could add tonnes more to the map and also link two islands without getting seen/shot by people outside them while maintaining a invisible, non collidable theme from the outside without ruining the distance with telepoters that have been placed perfectly to make it seem like that, but you would have to repeat the areas which would possibly raise the map size therefore creating many more bugs to deal with and eventually you'll give up.

ugh, i like to make long posts(!)

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