Subject: Orca Carry-All Model...
Posted by Anonymous on Sun, 26 Jan 2003 09:48:00 GMT
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Here's my 3rd model for my mod...The Orca Carry-All...(copy and paste the url's into your browser)http://phx.bravepages.com/orcacarryall_1.jpg http://phx.bravepages.com/orcacarryall_2.jpg http://phx.bravepages.com/orcacarryall_3.jpg It currently has 1958 polygons...The bulk of the polycount comes from the attachment assembly under the Carry-All, and the 4 fans... [January 26, 2003, 10:03: Message edited by: Sir Phoenixx]

Subject: Orca Carry-All Model...
Posted by Anonymous on Sun, 26 Jan 2003 09:54:00 GMT
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Looks nice, but I'll reserve final judgement for when its textured.

Subject: Orca Carry-All Model...
Posted by Anonymous on Sun, 26 Jan 2003 10:20:00 GMT
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Yeah, same, the model is awesome but the texture counts too

Subject: Orca Carry-All Model...
Posted by Anonymous on Sun, 26 Jan 2003 10:27:00 GMT
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Agrees with Them, Nice model though..

Subject: Orca Carry-All Model...
Posted by Anonymous on Sun, 26 Jan 2003 10:35:00 GMT
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this is just to show the model atm...when I finish skinning it I'll post a couple pics...

Subject: Orca Carry-All Model...
Posted by Anonymous on Sun, 26 Jan 2003 10:49:00 GMT
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verry nice,Sir Phoenixx!

Subject: Orca Carry-All Model...
Posted by Anonymous on Sun, 26 Jan 2003 13:21:00 GMT
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Subject: Orca Carry-All Model...
Posted by Anonymous on Sun, 26 Jan 2003 13:24:00 GMT
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never mind...GREAT MODEL!!   [January 26, 2003, 13:26: Message edited by: Havocman2]

Subject: Orca Carry-All Model...
Posted by Anonymous on Sun, 26 Jan 2003 13:57:00 GMT
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Nice model.

Subject: Orca Carry-All Model...
Posted by Anonymous on Sun, 26 Jan 2003 14:34:00 GMT
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Phoenixx.Get on any messanger,if you still want me to host j00

Subject: Orca Carry-All Model...
Posted by Anonymous on Sun, 26 Jan 2003 14:43:00 GMT
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insert your images into an HTM and link to this HTML page and you will not archive a hotlink error

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Subject: Orca Carry-All Model...
Posted by Anonymous on Sun, 26 Jan 2003 15:45:00 GMT
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or go to the uprising net forums and upload an attatchmenthttp://forums.uprisingnet.com

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Subject: Orca Carry-All Model...
Posted by Anonymous on Sun, 26 Jan 2003 16:57:00 GMT
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Very nice model. Will you make it work?

Subject: Orca Carry-All Model...
Posted by Anonymous on Sun, 26 Jan 2003 20:35:00 GMT
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Good work.

Subject: Orca Carry-All Model...
Posted by Anonymous on Mon, 27 Jan 2003 05:22:00 GMT
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Yeah it'll work, it just depends on which way   If it's possible, I'd make it attach itself to the top of the nearest vehicle beneath it when pressing the Primary Fire button, it detaches when you press the Secondary Fire button (enemy tank bothering you? pick it up and drop it from the top of the map! hehe...)If that's not, than i'll create a box with the back wall missing, with an invisible skin so that it can't be seen and the vehicles have to drive in behind it...(but there'd be a problem of the driver accidentally falling out   unless i can make it when you press the Primary Fire button it puts the back wall there, when you hit the Secondary Fire button it takes it away... there'd also be a problem with infantry walking into the box and the Carry-All carrying them like that(i guess there would), unless there's away to make it so that infantry can't move into it...)

Subject: Orca Carry-All Model...
Posted by Anonymous on Mon, 27 Jan 2003 05:24:00 GMT
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Aprime1, e-mail me or pm me (yes i still want hosting   )...I don't use any messengers   [January 27, 2003, 05:33: Message edited by: Sir Phoenixx]

Subject: Orca Carry-All Model...
Posted by Anonymous on Mon, 27 Jan 2003 13:29:00 GMT
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quote:Originally posted by Sir Phoenixx:Aprime1, e-mail me or pm me (yes i still want hosting)...I don't use any messengers   Dude,get MSNM.It's simple.I'm ain't going to email you every minutes.

Subject: Orca Carry-All Model...
Posted by Anonymous on Mon, 27 Jan 2003 13:49:00 GMT
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I'm not going to get msn messenger just for one thing...I already have aim, tell me when you're going to be online and we can use that

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Subject: Orca Carry-All Model...
Posted by Anonymous on Mon, 27 Jan 2003 16:57:00 GMT
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I'll be on aim, see if you can catch me when i'm on...aim name: "Sir Phoenixx"

Subject: Orca Carry-All Model...
Posted by Anonymous on Wed, 29 Jan 2003 19:20:00 GMT
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Another way you could use the Carry-All, is in some sort of baseless map, where the carry-all simply is used as an alternate animation to air drop vehicals into the arena.

Subject: Orca Carry-All Model...
Posted by Anonymous on Thu, 30 Jan 2003 04:02:00 GMT
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Uh, no...That's not how i want it to be used