Subject: How do I make gate move up and down?
Posted by Anonymous on Wed, 12 Feb 2003 21:41:00 GMT
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I think I remeber a moving gate in a map that I played somewhere. But I'm makeing TS gdi and nod gates and they need to move. Is there a tutorial for this? I would really appreciate help.

Subject: How do I make gate move up and down?
Posted by Anonymous on Wed, 12 Feb 2003 23:15:00 GMT
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www.laeubi.de/forum -> the turoial section -> Door tutorial (gates ar doors too in renegade)

Subject: How do I make gate move up and down?
Posted by Anonymous on Thu, 13 Feb 2003 14:34:00 GMT
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quote:Originally posted by cebt:**** i wanted to learn him that lolMaybe you can "learn" me the next question I ask.

Subject: How do I make gate move up and down?
Posted by Anonymous on Thu, 13 Feb 2003 16:28:00 GMT
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hehe ok but i do know this i made the two gates from TS as you know (i made a new gdi gate thats ALOT better)

Subject: How do I make gate move up and down?
Posted by Anonymous on Thu, 13 Feb 2003 20:38:00 GMT
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I made a GDI Gate too. Just need to finish up on the texture. But it's all messed up when I try to load it in level edit.

Subject: How do I make gate move up and down?
Posted by Anonymous on Fri, 14 Feb 2003 00:13:00 GMT
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**** i wanted to learn him that lol

Subject: How do I make gate move up and down?
Posted by Anonymous on Fri, 14 Feb 2003 07:55:00 GMT
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hmm i dunno why (im not a good skinner) but here is my new gate maybe you like that better http://www.home.no/cebt/newgate.gif

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Subject: How do I make gate move up and down?
Posted by Anonymous on Fri, 14 Feb 2003 08:45:00 GMT
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quote:Originally posted by cebt:hmm i dunno why (im not a good skinner) but here is my new gate maybe you like that better   http://www.home.no/cebt/newgate.gifOh... my... god. The TS gate was nothing but yellow color bars. You could see through them.This is what a real gdi gate looks like.(if the pictures don't work, click the reload button. Imagestation is being really stupid by trying to make it impossible for others to view your images.)http://www.imagestation.com/mypictures/inbox/view.html?url=http://www.imagestation.com/picture/sraid51/peb6b919865782c58049b1d78d942f40f/fca4250b.jpg.orig.jpg&caption=gate2&id=4238615819http://www.imagestation.com/mypictures/inbox/view.html?url=http://www.imagestation.com/picture/sraid51/pd1c0be05632136d2349601575fd39f0c/fca4250d.jpg.orig.jpg&caption=gate1&id=4238615821 [February 14, 2003, 08:49: Message edited by: dead4ayear2]

Subject: How do I make gate move up and down?
Posted by Anonymous on Fri, 14 Feb 2003 11:20:00 GMT
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no mine is the real TS gate and here is my proof a pic taken right out of the cutscenes The PROOF

Subject: How do I make gate move up and down?
Posted by Anonymous on Fri, 14 Feb 2003 14:36:00 GMT
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Search this forum for the Gates tutorial, it was just up about 1 or 2 weeks ago.sorry,my space bar is sticking.and yes, I made gates also. Stonerook had to give me help with the extra animations though.(no pic avail because I too lazy to do my web page)

Subject: How do I make gate move up and down?
Posted by Anonymous on Fri, 14 Feb 2003 14:53:00 GMT
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ive made working gates too hehe (as i said) but i think i should remove em from my maps when

im gonna pley em cus i cans stop driving over them again and again (damm i love those gates) lol
 [February 14, 2003, 14:56: Message edited by: cebt]

Subject: How do I make gate move up and down?
Posted by Anonymous on Fri, 14 Feb 2003 15:39:00 GMT
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I've uploaded a sample model with animation
-http://modx.renevo.com/showthread.php?s=&threadid=79

Subject: How do I make gate move up and down?
Posted by Anonymous on Sat, 15 Feb 2003 00:46:00 GMT
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quote:Originally posted by cebt:no mine is the real TS gate and here is my proof a pic taken right
out of the cutscenes The PROOF=OWell mine look like the one from the over head gameplay.

Subject: How do I make gate move up and down?
Posted by Anonymous on Sat, 15 Feb 2003 00:51:00 GMT
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btw did you ever reconsider the effect of that thing as a gate its just barres it could be easely
destroyed in reality [February 14, 2003, 12:52: Message edited by: cebt]