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Subject: Official Plastic Revolution Thread  
Posted by [N1warhead](#) on Tue, 08 Jul 2008 05:04:27 GMT  
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Hello everybody, for now on Everything for the mod will be placed in here. I don't want to keep making new threads and taking up room on other good conversations.

The only way I would make a new thread for something is if it's something ultimately amazing, or time for beta testers/a DEMO/Full Release.

So ok, please lets keep this thread clean and on subject (E.G. - This mod.)

Please feel free to ask questions about the mod, make suggestions, or just plainly make comments about the mod.

Thank you all for your Interest and Support,  
N1warhead.

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Subject: Re: Official Plastic Revolution Thread  
Posted by [LR01](#) on Tue, 08 Jul 2008 09:00:54 GMT  
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What teams are you planning to use?

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Subject: Re: Official Plastic Revolution Thread  
Posted by [N1warhead](#) on Tue, 08 Jul 2008 09:18:21 GMT  
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LR01 wrote on Tue, 08 July 2008 04:00What teams are you planning to use?

I think I understand what you are saying, are you meaning in game?

If so, the Green Army vs the Tan Army.

NOTE (This game is in no way related to ArmyMen for N64)  
It is just the same style of play E.G. - Toy Soldiers.

Hope that helped you with your insight,  
N1warhead.

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Subject: Re: Official Plastic Revolution Thread  
Posted by [N1warhead](#) on Wed, 09 Jul 2008 06:22:32 GMT  
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I have just made some Fire Trucks for the mod.

The Fire Trucks goal is healing buildings.

It will heal buildings by squirting Water at Structures with a Smooth Bore tipped Nozzle.

It will hold a maximum of 4 people.

1 Driver

and 3 Fire Fighters.

The nozzle of course is like a gun on any other vehicle on Rengade, I can't make it a real Fire Hose because the thing would screw up and move the hose out side the truck, So. Yeah LOL.

When the truck is in game it will come with a siren and emergency lights to spice it up .

Tell me what you all think, I like it, it took me like 4 hours to make it.

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Subject: Re: Official Plastic Revolution Thread

Posted by [Veyrdite](#) on Wed, 09 Jul 2008 06:26:00 GMT

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N1warhead wrote on Wed, 09 July 2008 16:22I have just made some Fire Trucks for the mod.

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Awesome! But it needs new wheels.

The flashing siren bit can be done with grid textures and grid-texture camera-orientated glare.

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Subject: Re: Official Plastic Revolution Thread  
Posted by [N1warhead](#) on Wed, 09 Jul 2008 06:33:17 GMT  
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Dthdealer wrote on Wed, 09 July 2008 01:26N1warhead wrote on Wed, 09 July 2008 16:22I have just made some Fire Trucks for the mod.

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When the truck is in game it will come with a siren and emergency lights to spice it up .

Tell me what you all think, I like it, it took me like 4 hours to make it.

Awesome! But it needs new wheels.  
The flashing siren bit can be done with grid textures and grid-texture camera-orientated glare.

Thanks man .

Yeah I know I am just tryin to save polies lol.  
It's 1385 polys, I could use more, and probably will to be honest, but yeah LOL.

No no the Siren is the thing that makes noise. and the Light Bars on the top will be the flashy part , also gonna have Emergency LEDs on the back and front .

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Subject: Re: Official Plastic Revolution Thread  
Posted by [cnc95fan](#) on Wed, 09 Jul 2008 08:02:08 GMT  
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Don't save on polys. Especially since you probably won't be using textures.

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Subject: Re: Official Plastic Revolution Thread

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Posted by [N1warhead](#) on Wed, 09 Jul 2008 08:10:22 GMT

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cnc95fan wrote on Wed, 09 July 2008 03:02Don't save on polys. Especially since you probably won't be using textures.

Well everything will have a texture.

And all textures I make are at 512 X 512.

But yeah lol.

I will add a bit more detail to it, I am trying to match our Fire Trucks we use at our Fire Station by picturing it lol.

I will look at it again tomorrow when I goto the station, IF. I goto the station.

Depends what tiem I wake up, 4:10 A.M. here now lol.

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Subject: Re: Official Plastic Revolution Thread

Posted by [LR01](#) on Wed, 09 Jul 2008 08:20:55 GMT

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well, you could use more sides on you wheels, really, renegade wheels have more sides I think, and some are at the some poly amount and since pc's are quite strong now, go ahead and use more sides

nice model btw

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Subject: Re: Official Plastic Revolution Thread

Posted by [Veyrdite](#) on Wed, 09 Jul 2008 08:38:25 GMT

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LR01 wrote on Wed, 09 July 2008 18:20well, you could use more sides on you wheels, really, renegade wheels have more sides I think, and some are at the some poly amount and since pc's are quite strong now, go ahead and use more sides

nice model btw

Wheels are not used to move a vehicle, they are purely cosmetic. Instead the engine emulates wheels using a bone at the pivot and another at the edge of where the wheel supposedly is.

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Subject: Re: Official Plastic Revolution Thread

Posted by [cnc95fan](#) on Wed, 09 Jul 2008 08:41:03 GMT

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HE understands that, as he does rigging for us  
I think he means that those wheels only have 6 sides, whereas most ren vehicles have more.  
Maybe give them 18 sides to look like a circle?

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Subject: Re: Official Plastic Revolution Thread  
Posted by [cpjok](#) on Wed, 09 Jul 2008 10:32:34 GMT  
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cnc95fan wrote on Wed, 09 July 2008 03:41HE understands that, as he does rigging for us  
I think he means that those wheels only have 6 sides, whereas most ren vehicles have more.  
Maybe give them 18 sides to look like a circle?

or use cylander there circle straight away

sry spelt that wrong

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Subject: Re: Official Plastic Revolution Thread  
Posted by [N1warhead](#) on Wed, 09 Jul 2008 12:56:52 GMT  
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I will go ahead and add more details to it, Including the wheels.

I just don't whats too much considering my PC is not worth anything anymore.

All i got is a 1.8 GHz processor.  
1 gig of ran.  
a ATI Radeon 9550 Graphics card like 4 years old.  
Asus Mother Board Which is good of course .

So until I get a newer PC, I can't tell what is too much because my Frame Rate is never better than 28 frames a second, and hits 2 frames a second if there is a rush.

But I guess I can get Beta testers to tell me if I ever got too much detail I suppose LOL.

Ighty I will start workin of the truck, then I will get it playable then I will show you all it in action .

I have not been to sleep yet, so it might take me a good minute to finish this stuff LOL.

2 hours from now will be the 24 hour mark.

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Subject: Re: Official Plastic Revolution Thread  
Posted by [N1warhead](#) on Wed, 09 Jul 2008 21:36:04 GMT  
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Well I am officially mad right now,  
I had cut my 3ds max off earlier, and now my dang Fire Truck file won't open anymore  
GAAAAHHHHHHH!!!!!!

I will have to make it again I guess, GRRR.

Just wanted to let you all know.

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Subject: Re: Official Plastic Revolution Thread  
Posted by [N1warhead](#) on Thu, 10 Jul 2008 05:24:31 GMT  
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If I could figure the right way to do this should I do it?

If I can make a Vehicle that transports people right, well make it where you actually walk inside the vehicle and SIT inside it and wait till you're ready to get out .

Or just make it where you stand up with out falling out.

Just ideas, tell me what you all think?

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Subject: Re: Official Plastic Revolution Thread  
Posted by [LR01](#) on Thu, 10 Jul 2008 06:53:45 GMT  
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visible passengers?  
mmm, I don't think I ever saw that, cool idea, should be doable I think

ow, and always make backups

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Subject: Re: Official Plastic Revolution Thread  
Posted by [N1warhead](#) on Thu, 10 Jul 2008 18:01:52 GMT  
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LR01 wrote on Thu, 10 July 2008 01:53 visible passengers?  
mmm, I don't think I ever saw that, cool idea, should be doable I think

ow, and always make backups

Yup yup yup.  
Hehe thanks, I will see what I can do about it.

I guess I will start doing that haha.

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Subject: Re: Official Plastic Revolution Thread  
Posted by [LR01](#) on Thu, 10 Jul 2008 18:25:25 GMT  
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well, I sometimes keep 20 files, so I always can go a few steps back

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Subject: Re: Official Plastic Revolution Thread  
Posted by [N1warhead](#) on Thu, 10 Jul 2008 19:49:03 GMT  
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LR01 wrote on Thu, 10 July 2008 13:25well, I sometimes keep 20 files, so I always can go a few steps back

That's a good bit of files LOL.

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Subject: Re: Official Plastic Revolution Thread  
Posted by [cnc95fan](#) on Thu, 10 Jul 2008 20:31:09 GMT  
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It is worth it though. He can make changes to mistakes we find in his models and easily fix them.

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Subject: Re: Official Plastic Revolution Thread  
Posted by [N1warhead](#) on Thu, 10 Jul 2008 21:04:19 GMT  
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That's the thing though, I don't make mistakes to my models LOL.

If I encounter one I fix it then and there.

But I will start making backup copies of my stuff.

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Subject: Re: Official Plastic Revolution Thread  
Posted by [LR01](#) on Fri, 11 Jul 2008 18:17:09 GMT  
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how is it going with the mod?

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Subject: Re: Official Plastic Revolution Thread  
Posted by [N1warhead](#) on Fri, 11 Jul 2008 21:41:49 GMT  
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LR01 wrote on Fri, 11 July 2008 13:17how is it going with the mod?

I just reformatted my Computer last night, but I backed up all my W3D models and textures. So when I get home from the Fire Station later I will start on Mod again.

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