Subject: New wreckages - split from TT forum
Posted by RTsa on Sat, 21 Mar 2009 07:53:10 GMT
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Di3HardNL, maybe create wreckage models for the vehicles that're missing them so that decent looking shells can be made for all vehicles?

Subject: Re: War Factory glitch
Posted by Wiener on Sat, 21 Mar 2009 09:51:49 GMT
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that would indeed be a great contribute for servers with shells as it would balance the game again. NOD, by not giving away apc adn art shells, gains alot from GDI apc's and meds.

Subject: Re: War Factory glitch
Posted by Di3HardNL on Sat, 21 Mar 2009 12:08:39 GMT
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That would be cool to make, I think I am going to work on them today, even if TT don't need them I could make them for some servers

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Subject: Re: War Factory glitch
Posted by Goztow on Sat, 21 Mar 2009 14:34:03 GMT
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I have to agree it would be pretty awesome .

Subject: Re: War Factory glitch
Posted by ArtyWh0re on Sat, 21 Mar 2009 16:15:06 GMT
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Goztow wrote on Sat, 21 March 2009 08:34I have to agree it would be pretty awesome .
I will second that

Subject: Re: War Factory glitch
Posted by Di3HardNL on Sat, 21 Mar 2009 18:01:05 GMT
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I just made some wreckage for the artillery tank I might make the arty skin a little more damaged tho.

And this is just a render screen, in renegade it will have damage emitters

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Subject: Re: War Factory glitch
Posted by Genesis2001 on Sat, 21 Mar 2009 18:34:38 GMT
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Subject: Re: War Factory glitch
Posted by ErroR on Sat, 21 Mar 2009 18:36:36 GMT
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you should talk to blacky since he already did most of the wrecks (i think)

Subject: Re: War Factory glitch
Posted by Prulez on Sat, 21 Mar 2009 19:23:11 GMT
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Zack wrote on Sat, 21 March 2009 19:34
I agree

Subject: Re: War Factory glitch
Posted by EvilWhiteDragon on Sat, 21 Mar 2009 19:25:17 GMT
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Di3HardNL wrote on Sat, 21 March 2009 19:01I just made some wreckage for the artillery tank I might make the arty skin a little more damaged tho.

And this is just a render screen, in renegade it will have damage emitters

You drove a mammoth over the artillery? ?

Subject: Re: War Factory glitch
Posted by Goztow on Sun, 22 Mar 2009 10:37:07 GMT
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di3hard, that is made out of pure win!

Subject: Re: War Factory glitch
Posted by Wiener on Sun, 22 Mar 2009 10:40:08 GMT
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amazing! and quick! Respect mate!

Subject: Re: New wreckages - split from TT forum
Posted by Reaver11 on Sun, 22 Mar 2009 10:47:33 GMT
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Stuff like this would be very usefull in TT.

Subject: Re: New wreckages - split from TT forum
Posted by mrÃ£Ã§Ä·z on Sun, 22 Mar 2009 10:49:57 GMT
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Reaver11 wrote on Sun, 22 March 2009 04:47Stuff like this would be very usefull in TT.

Subject: Re: New wreckages - split from TT forum
Posted by RTsa on Sun, 22 Mar 2009 11:18:44 GMT
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madrackz wrote on Sun, 22 March 2009 12:49Reaver11 wrote on Sun, 22 March 2009 04:47Stuff like this would be very usefull in TT.

+1

GJ

Subject: Re: New wreckages - split from TT forum
Posted by ErroR on Sun, 22 Mar 2009 11:21:11 GMT
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File Attachments

1) PIC57.tmp.jpg, downloaded 397 times

Subject: Re: New wreckages - split from TT forum
Posted by Di3HardNL on Sun, 22 Mar 2009 12:30:51 GMT
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Thanks

But that screenshot of blacky isn't very clear
I think I see the artillery tank, buggy, flame tank, light tank and stank.
So I could make the apache and transport, and all GDI vehicles which don't have a vehicle shell yet.

Subject: Re: New wreckages - split from TT forum
Posted by Goztow on Sun, 22 Mar 2009 13:32:52 GMT
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ErroR wrote on Sun, 22 March 2009 12:21
Has this ever been released?

Subject: Re: New wreckages - split from TT forum
Posted by Gen_Blacky on Sun, 22 Mar 2009 16:08:32 GMT
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Goztow wrote on Sun, 22 March 2009 15:32ErroR wrote on Sun, 22 March 2009 12:21
Has this ever been released?

No i never finished

Finished

Arty
Mrl
Apc
Flamer
Mammy
Stank

The transport and Apache already have a wrec but it might be good to remake them. I plan on to remake the light tank wrec because of the lod also the med.

Subject: Re: New wreckages - split from TT forum
Posted by Xpert on Sun, 22 Mar 2009 17:03:02 GMT
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I thought an apache wreck exsisted. Maybe I'm mistaken, but I could of sworn I saw one in Black-Cell marathon.

Subject: Re: New wreckages - split from TT forum
Posted by Gen_Blacky on Sun, 22 Mar 2009 18:53:17 GMT
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Xpert wrote on Sun, 22 March 2009 11:03I thought an apache wreck exsisted. Maybe I'm mistaken, but I could of sworn I saw one in Black-Cell marathon.

yea i have it in my server 2

Subject: Re: New wreckages - split from TT forum
Posted by Goztow on Sun, 22 Mar 2009 21:18:02 GMT
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Gen_Blacky wrote on Sun, 22 March 2009 19:53Xpert wrote on Sun, 22 March 2009 11:03I thought an apache wreck exsisted. Maybe I'm mistaken, but I could of sworn I saw one in Black-Cell marathon.

yea i have it in my server 2
How do you get it to show for players that haven't downloaded the models?

Subject: Re: New wreckages - split from TT forum
Posted by Gen_Blacky on Sun, 22 Mar 2009 21:28:50 GMT
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There already is a Apache orca and transport wreckage's you just have to add it to ssgm to place the model on vehicle death.