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Subject: Animated renegade Background  
Posted by [kamuixmod](#) on Sun, 13 Mar 2011 18:31:31 GMT  
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Enjoy release soon

[http://www.youtube.com/watch?v=cURd8SYhwcE&feature=player\\_embedded](http://www.youtube.com/watch?v=cURd8SYhwcE&feature=player_embedded)

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Subject: Re: Animated renegade Background  
Posted by [Tupolev TU-95 Bear](#) on Sun, 13 Mar 2011 21:14:56 GMT  
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Just curious, but why did it freeze on the MOTD part?

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Subject: Re: Animated renegade Background  
Posted by [Spyder](#) on Sun, 13 Mar 2011 21:57:40 GMT  
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Tupolev TU-95 Bear wrote on Sun, 13 March 2011 22:14Just curious, but why did it freeze on the MOTD part?

It's a common issue with WOL to freeze on the MOTD screen when there are .pkg mods present in the data folder. When it freezes it means that it's loading/checking the pkg files and determining whether the player has the map and can join the server, else it will grey out the server and make it unable to join for the player.

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Subject: Re: Animated renegade Background  
Posted by [halo2pac](#) on Mon, 14 Mar 2011 00:35:28 GMT  
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Take the glare off the globe.

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Subject: Re: Animated renegade Background  
Posted by [Altzan](#) on Mon, 14 Mar 2011 03:23:02 GMT  
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That's pretty sweet.

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Subject: Re: Animated renegade Background  
Posted by [Gen\\_Blacky](#) on Mon, 14 Mar 2011 06:08:26 GMT

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halo2pac wrote on Sun, 13 March 2011 17:35 Take the glare off the globe.

it needs more bloom

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Subject: Re: Animated renegade Background  
Posted by [slosha](#) on Tue, 15 Mar 2011 05:57:17 GMT  
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Slow it down to half speed and it's golden!

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Subject: Re: Animated renegade Background  
Posted by [kamuixmod](#) on Wed, 16 Mar 2011 15:16:45 GMT  
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well its not easy to slow it down becuase there is no button that for, it would mean to have to make 200 animations or even more to slow it down because i used 100 Animation frames and for each Animation i had to turn the Earth manually 3,6° to the west.

about the bloom i would do it if i knew how to.

The Download link is avaiable at cloud-zone.com at the category "Graphic"

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Subject: Re: Animated renegade Background  
Posted by [danpaul88](#) on Wed, 16 Mar 2011 15:48:46 GMT  
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Why would you rotate it manually? Just let 3DS max rotate it for you... set a keyframe at frame 0 with rotation 0 and another keyframe on the last frame (199 or whatever) with rotation 360 and set the animation type to constant speed and it will handle all the intermediate frames for you. Simple.

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Subject: Re: Animated renegade Background  
Posted by [kamuixmod](#) on Wed, 16 Mar 2011 19:38:12 GMT  
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God and i made it manually

any video or tutorial?

and im using gmax

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Subject: Re: Animated renegade Background  
Posted by [Zion](#) on Sat, 19 Mar 2011 23:49:00 GMT  
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So. Much. Specular...

I also didn't know that the Earth and Moon both had two rings circling them.

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Subject: Re: Animated renegade Background  
Posted by [NACHO-ARG](#) on Sun, 20 Mar 2011 07:20:13 GMT  
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thanks so much i lobe that background.

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Subject: Re: Animated renegade Background  
Posted by [kamuixmod](#) on Sun, 20 Mar 2011 14:02:32 GMT  
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well i gonna try to make the cnc3 background animated for ren

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Subject: Re: Animated renegade Background  
Posted by [NACHO-ARG](#) on Sun, 20 Mar 2011 14:13:59 GMT  
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ok i will be waiting for that one too, and kam, i post your current background release in reneskins it is ok? sorry for not ask before.

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Subject: Re: Animated renegade Background  
Posted by [HaTe](#) on Mon, 21 Mar 2011 02:35:28 GMT  
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The idea is cool, but that particular background would drive me crazy within seconds of looking for a server.

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