Subject: TCW: Venom Engine Toggling
Posted by zunnie on Tue, 24 Jul 2012 00:30:41 GMT
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http://www.youtube.com/watch?v=MDzk0FVSTZc

The engine now toggles on and off depending on you being in it or not. Animation was done by Mauler.

http://www.tiberiumcrystalwar.com

Subject: Re: TCW: Venom Engine Toggling
Posted by NACHO-ARG on Tue, 24 Jul 2012 02:42:15 GMT
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fucking awsome, however i think the emitter should have a really short live time.

Subject: Re: TCW: Venom Engine Toggling
Posted by renalpha on Tue, 24 Jul 2012 11:27:02 GMT
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looks good. this game is getting of the ground quickly. much faster then reborn or the dune fps. Zunnie nice work.

Subject: Re: TCW: Venom Engine Toggling
Posted by Mauler on Tue, 24 Jul 2012 20:41:38 GMT
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Got the Orca remade and animtated, Zunnie has created a new script for me to turn off certain animated parts of the vehicle when the player leaves the vehicle... i have some more interesting things that I am testing with the new script

http://www.youtube.com/watch?v=nXhVZ_4Poxk

Subject: Re: TCW: Venom Engine Toggling
Posted by Whitedragon on Tue, 24 Jul 2012 23:33:56 GMT
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The flame jet looks way too long, maybe cut it down by a third. Also, needs landing gear when no one is in the vehicle.

As for the orca, why is a turbine shooting out smoke? Or is that supposed to be air turbulence or dust? Either way it doesn't look right.

Subject: Re: TCW: Venom Engine Toggling
Posted by Mauler on Wed, 25 Jul 2012 00:00:52 GMT
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The flames from the Venom have already been reduced and yes the Orca turbulence still has to be tweaked , the orca smoke will look proper once I finalize it and the other feature I got working is the landing gear to deploy when you exit the vehicle

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