Subject: Is This Possible??
Posted by Madtone on Fri, 27 Jun 2003 03:41:37 GMT
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Hey guys, well as you know we all have to be a n00b at something, and this is one of mine...

Is it possible to maybe attach some kind of light to a infantry model that will actually show up in game??

e.g. Attach a light object to the saftey hat of the engineer to act like a flashlight, so then when he is walking around in dark places it actually lights up the area?

also

Is it possible to have some kind of laser sight for guns?

e.g attach some kind of laser beam to the gun model and it shines on things and on walls and characters??

it might sound a bit n00by but i don't know much about this stuff, im only a modeler

Speedy response would be good thanks

Subject: Is This Possible??
Posted by maytridy on Fri, 27 Jun 2003 03:43:41 GMT
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As far as I know, dynamic lighting is not possible in Renegade.(e.g. Headlights\flashing lights)

I don't think that the laser sight is possible, but it might be.

Subject: Is This Possible??
Posted by mike9292 on Fri, 27 Jun 2003 04:10:55 GMT
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i saw a pic of reborn they had a laser pointer thing on the pistol and this is howi then they did it creat a cylander and give it a laser texture and make it transparent

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Subject: Is This Possible??
Posted by Madtone on Fri, 27 Jun 2003 04:13:22 GMT
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mike9292i saw a pic of reborn they had a laser pointer thing on the pistol and this is howi then

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they did it creat a cylander and give it a laser texture and make it transparent

Thats not what i mean, i knew i could do that, but that doesn't actually shine on things and shine onto characters and other models.

Subject: Is This Possible??
Posted by Deafwasp on Fri, 27 Jun 2003 04:16:19 GMT
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not possible buddy.

Subject: Is This Possible??
Posted by Sir Phoenixx on Fri, 27 Jun 2003 12:08:25 GMT
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Lol... Ah yes, Renegade's "limitless" engine, where everything is "possible" (or as we're told by those who don't know anything), can't even do a simple thing like a "flashlight" or a laser? Westwood could have came up with a real fps engine for Renegade, or at least gave the partial source code to modders, but no...

mike9292i saw a pic of reborn they had a laser pointer thing on the pistol and this is howi then they did it creat a cylander and give it a laser texture and make it transparent
You mean they actually modeled the laser beam and tried to make it look like a laser? But wouldn't they have to make it REALLY long. And wouldn't the laser be seen on other sides of walls/objects/etc. that it shouldn't be seen on the other side of?

Subject: Is This Possible??
Posted by Majiin Vegeta on Fri, 27 Jun 2003 15:04:54 GMT
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hey guys cant sumone like mod the next HL2 and make a renegade mod.and then we can have better stuff

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Subject: Is This Possible??
Posted by Fabian on Fri, 27 Jun 2003 15:20:14 GMT
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the laser on reborn's basic pistol is almost identicle to the laser on renegade camera turrets.

Subject: Is This Possible??

Posted by Ugauga01 on Fri, 27 Jun 2003 16:02:11 GMT
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Laserpointer IS possible.

Subject: Is This Possible??
Posted by PiMuRho on Fri, 27 Jun 2003 16:47:02 GMT
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What SEAL said isn't what the original request is. The ceiling gun models with the pseudo laser sight as part of the model isn't a light that is displayed on whatever surface it hits (a la Half-Life). Sir Phoenixx is right - Renegade doesn't support any kind of dynamic lighting.

Subject: Is This Possible??
Posted by Captkurt on Fri, 27 Jun 2003 17:03:20 GMT
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PiMuRhoWhat SEAL said isn't what the original request is. The ceiling gun models with the pseudo laser sight as part of the model isn't a light that is displayed on whatever surface it hits (a la Half-Life). Sir Phoenixx is right - Renegade doesn't support any kind of dynamic lighting.

dito.

Subject: Is This Possible??
Posted by bigwig992 on Fri, 27 Jun 2003 17:31:50 GMT
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Yeah but there are always Dazzles to fill in for you. They won't "light up" any of the terrain, but in darkness, the dazzle remains it's color, so you kinda could know where you tank/soldier was if you were walking down a dark cave.

Subject: Is This Possible??
Posted by [REHT]Spirit on Fri, 27 Jun 2003 18:53:38 GMT
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Can you (for tanks) place a light with the right settings in the level, then in-game run a text cinematic to create the tank and attach the light to the correct bone making the tank have a spot light or whatever?

Subject: Is This Possible??
Posted by PiMuRho on Fri, 27 Jun 2003 19:04:52 GMT
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No.

All lighting is static - it's compiled into the level when you build it.

Subject: Is This Possible??
Posted by Sir Phoenixx on Sat, 28 Jun 2003 02:44:16 GMT
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Ugauga01Laserpointer IS possible.

Lol, you are one very pathetic little child.

1. I have not once said that attaching a realistic laser (we're not talking about creating a thin cylinder and putting a red transparent texture on it) to a model in Renegade was impossible, ever. The fact is that you have no clue as to rather attaching a realistic laser is possible or not.

2. Still can't accept the truth? You've only been modeling for no more than a few weeks, according to you the models you shown were one of your first models, and you can't grasp the basic concepts of modeling for games. YOU ARE A BEGINNER! Shall I say it slower so you're slow mind can comprehend it? YOU...ARE...A...BEGINNER! Everyone here was once a beginner, everyone here had to start modeling, or skinning, or mapping at some point, and everyone here had to learn, the only difference is that everyone wasn't as slow as you are. Add to that the fact that you can't take the truth, advice and criticism that would help your model and modeling.

3. Go back and look at the thread in which you turned into a "flame war", read through it and tell me who was the one who started refering to you as a "n00b". Yes, that would be you.

Why don't you take your talentless, immature and mentally challenged self and go find some other place to troll?

Subject: Is This Possible??
Posted by Blazer on Sat, 28 Jun 2003 03:48:50 GMT
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I'm pretty much talking out of my ass here, but I don't see a laser sight as being a problem to do. Look at how the SBH's laser rifle fires. Just clone that effect, make it do no damage and a constant beam, triggered by alt-fire. Sounds do-able to me.

Subject: Is This Possible??
Posted by Aircraftkiller on Sat, 28 Jun 2003 04:11:23 GMT
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Sir PhoenixxLol... Ah yes, Renegade's "limitless" engine, where everything is "possible" (or as we're told by those who don't know anything), can't even do a simple thing like a "flashlight" or a laser? Westwood could have came up with a real fps engine for Renegade, or at least gave the partial source code to modders, but no...

mike9292i saw a pic of reborn they had a laser pointer thing on the pistol and this is howi then they did it creat a cylander and give it a laser texture and make it transparent
You mean they actually modeled the laser beam and tried to make it look like a laser? But wouldn't they have to make it REALLY long. And wouldn't the laser be seen on other sides of walls/objects/etc. that it shouldn't be seen on the other side of?

Or maybe you just don't know anything, considering Dante is who says it's nearly a limitless engine and I wouldn't be calling that man a fool, if I were you.

Lasers are possible, but they're kind of weird. There's a checkbox for a laser in the weapon (Not ammunition) setting... I can't recall what it's named, but it has laser in the text.

It'll put out a laser beam after the weapon is fired...

Subject: Is This Possible??
Posted by spreegem on Sat, 28 Jun 2003 04:19:12 GMT
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Quote:It'll put out a laser beam after the weapon is fired...

Doesn't he want the laser beam out before the weapon is fired, so that he can aim with it?

Subject: Is This Possible??
Posted by Sir Phoenixx on Sat, 28 Jun 2003 15:24:34 GMT
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AircraftkillerOr maybe you just don't know anything, considering Dante is who says it's nearly a limitless engine and I wouldn't be calling that man a fool, if I were you.

Lasers are possible, but they're kind of weird. There's a checkbox for a laser in the weapon (Not ammunition) setting... I can't recall what it's named, but it has laser in the text.

It'll put out a laser beam after the weapon is fired...

It creates a laser beam after you fire the weapon? What would be the point? The laser we're talking about is what you attach to the bottom of handguns/rifles/etc. that shows you where your gun is pointed, to make aiming easier. What point would attaching a laser to a gun in Renegade

be if it was only activated after you fire?

Subject: Is This Possible??
Posted by Captkurt on Sat, 28 Jun 2003 15:32:25 GMT
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Sir PhoenixxAircraftkillerOr maybe you just don't know anything, considering Dante is who says it's nearly a limitless engine and I wouldn't be calling that man a fool, if I were you.

Lasers are possible, but they're kind of weird. There's a checkbox for a laser in the weapon (Not ammunition) setting... I can't recall what it's named, but it has laser in the text.

It'll put out a laser beam after the weapon is fired...

It creates a laser beam after you fire the weapon? What would be the point? The laser we're talking about is what you attach to the bottom of handguns/rifles/etc. that shows you where your gun is pointed, to make aiming easier. What point would attaching a laser to a gun in Renegade be if it was only activated after you fire?

LMAO

Subject: Is This Possible??
Posted by Ugauga01 on Sat, 28 Jun 2003 17:14:57 GMT
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My first tank models only

So we see who is the beginner.

And i know that it is possible to make a laser.
I saw some screens of it in a forum that URL i will not say.
I asked the creator how to make that laser and he told me.
 :twisted:

Subject: Is This Possible??
Posted by Captkurt on Sat, 28 Jun 2003 17:17:25 GMT
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My first tank models only

So we see who is the beginner.

And i know that it is possible to make a laser.
I saw some screens of it in a forum that URL i will not say.
I asked the creator how to make that laser and he told me.
 :twisted:

Dude, you need to grow up, it's very plane who the little brat is here. so STFU.

Subject: Is This Possible??
Posted by Captkurt on Sat, 28 Jun 2003 17:19:49 GMT
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My first tank models only

So we see who is the beginner.

And i know that it is possible to make a laser.
I saw some screens of it in a forum that URL i will not say.
I asked the creator how to make that laser and he told me.
 :twisted:

Also while you're Shutting the Fuck up, go to school and learn how to spell. You little ass wipe.

Subject: Is This Possible??
Posted by Captkurt on Sat, 28 Jun 2003 17:31:23 GMT
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My first tank models only

So we see who is the beginner.

And i know that it is possible to make a laser.
I saw some screens of it in a forum that URL i will not say.
I asked the creator how to make that laser and he told me.
 :twisted:
You make yourself look pretty bad and a very unwelcomed guest around talking like that. So the

delinquent with no real parental supervision. So you have to lash out at any thing that remotely upsets you, nor do you know how to keep to the issues. and you have no clue of reality.

Subject: Is This Possible??
Posted by Sir Phoenixx on Sat, 28 Jun 2003 18:21:11 GMT
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I seriously doubt that it's not one of the first models you've made. The complete lack of quality proves otherwise.

YOUR mother

So we see who is the beginner.
You are so extremely immature and overwhemingly childish that it isn't even funny. You have provided more then enough proof that you are nothing more then an illiterate, immature and mentally retarded pre-pubescent (not to mention talentless and completely unskilled) child.

Ugauga01And i know that it is possible to make a laser.
I saw some screens of it in a forum that URL i will not say.
I asked the creator how to make that laser and he told me.
 :twisted:
So why don't you show us the screenshots of it? Is it because you actually don't have any screenshots or proof that a laser pointer can be attached to a weapon, but like many other things, you can't admit it?

Subject: Is This Possible??
Posted by Captkurt on Sat, 28 Jun 2003 18:29:24 GMT
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Ugauga01
And i know that it is possible to make a laser.

I saw some screens of it in a forum that URL i will not say.
I asked the creator how to make that laser and he told me.
 :twisted:

Like it's not been said, I'll say it too. Let's see some screen shot's you little dweeb.

Subject: Is This Possible??
Posted by Madtone on Sun, 29 Jun 2003 22:37:31 GMT
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wow, this kinda went a little bit out of control....

But it seems no-one really knows if this is possible or not?

What AircraftKiller was talking about, how you have to shoot once to have it turn on would be cool, maybe a secondary fire can be used as a toggle to turn it on, all it has to do is just when you want it on, right click and it fires a harmless invisible projectile and then the beam is on... (haven't thought about it much as you can tell...)

And what Blazer said, that could also be an option!!!

Anyone wanna try it?? im not smart enough in these parts of modding to try/test it out my self

Subject: Is This Possible??
Posted by npsmith82 on Mon, 30 Jun 2003 06:45:04 GMT
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Blazers suggestion was first brought up by many whilst brainstorming about the attack dogs, in RenAlert (no, they're not gonna be in it).

Allowing the dogs to see cloaked units by firing the harmless invisible projectile.

This is something to concider if you're planning to make this projectile laser sight. Is it the damage received, or just the projectile itself hitting that reveals the cloak? Do you want this laser sight to reveal cloaked units?

Besides, what exactly is the point of a laser sight to show you where you're aiming since Renegade already has it's own secondary crosshair dot that will tell you precisely where it'll hit...

Subject: Is This Possible??
Posted by Sir Phoenixx on Mon, 30 Jun 2003 12:35:06 GMT
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npsmith82Blazers suggestion was first brought up by many whilst brainstorming about the attack

dogs, in RenAlert (no, they're not gonna be in it).

Allowing the dogs to see cloaked units by firing the harmless invisible projectile.

This is something to concider if you're planning to make this projectile laser sight. Is it the damage received, or just the projectile itself hitting that reveals the cloak? Do you want this laser sight to reveal cloaked units?

Besides, what exactly is the point of a laser sight to show you where you're aiming since Renegade already has it's own secondary crosshair dot that will tell you precisely where it'll hit...

Realism.

Can't you create a crosshair that is just a red dot? Maybe animate it to stretch slightly horizontally when you turn, and stretch vertically when you look up/down?

Subject: Is This Possible??
Posted by Ugauga01 on Tue, 01 Jul 2003 23:36:44 GMT
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Hehehehe.

I saw a report in which they asked people in the USA where you find some countries on the map.
And they took their finger on South-Africa
That means US people are stupid and patriots.
Muhahahahahahaha.

Hey US-People. They Russinans are on your border

Subject: Is This Possible??
Posted by Madtone on Wed, 02 Jul 2003 00:09:06 GMT
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Ugauga01Hehehehe.

I saw a report in which they asked people in the USA where you find some countries on the map.
And they took their finger on South-Africa
That means US people are stupid and patriots.
Muhahahahahahaha.

Hey US-People. They Russinans are on your border

WTF are you talking about...........