
Subject: Reborn Flash Vids

Posted by [forsaken](#) on Tue, 01 Jul 2003 00:49:17 GMT

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Finally got to see Reborn in game without having to worry about all that codec.

<http://www.tibmw.com/page.php?load=reborn/beta>

<http://www.tibmw.com/page.php?load=reborn/hhover>

<http://www.tibmw.com/page.php?load=reborn/hmmk2>

<http://www.tibmw.com/page.php?load=reborn/Stealthtank>

looking good Reborn team

Subject: Reborn Flash Vids

Posted by [maytridy](#) on Tue, 01 Jul 2003 00:54:39 GMT

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Subject: Reborn Flash Vids

Posted by [Aircraftkiller](#) on Tue, 01 Jul 2003 01:52:54 GMT

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Hover MRLS still drives like a fake hover unit.

Mammoth Mark 2 still looks like it was textured with mostly UVW and no unwrap function. It's still extremely slow, hard to drive, and gets hung up on everything.

Stealth Tank is good.

Recon Bike drives like a tank.

Subject: Reborn Flash Vids

Posted by [Aurora](#) on Tue, 01 Jul 2003 01:55:14 GMT

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Ack, give em your recon, that's be tight. Lol.

Subject: Reborn Flash Vids

Posted by [spreegem](#) on Tue, 01 Jul 2003 02:16:05 GMT

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<http://www.tibmw.com/page.php?load=reborn/hmmk2>

What's the name of that song that plays??

Subject: Reborn Flash Vids

Posted by [forsaken](#) on Tue, 01 Jul 2003 02:23:42 GMT

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Bring Me to Life aka Wake Me Up Inside, and i think the band is called Evanescence

Oh yeah, ack when you say the Hover MRLS drives like a fake hover unit what is it missing, in that vid i only see it bob up and down doesn't even move.

And the recon bike drives like a tank do you mean that the bike doesn't lean into turns or something?

I liked that sniper rail gun it looked like a pretty cool weapon model

Subject: Reborn Flash Vids

Posted by [bigwig992](#) on Tue, 01 Jul 2003 03:36:07 GMT

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I like that someone put a good use to the camera text cinematic feature, and the long into you put into it, but of been 1000 or more frames on that one. Nice job. I'm looking forward to reborn now.

Subject: Reborn Flash Vids

Posted by [Aircraftkiller](#) on Tue, 01 Jul 2003 04:00:30 GMT

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"Oh yeah, ack when you say the Hover MRLS drives like a fake hover unit what is it missing, in that vid i only see it bob up and down doesn't even move."

It doesn't hover. Drive off a cliff and it won't float down. It'll fall like a rock and turn over in the process, like a regular tank will.

Subject: Reborn Flash Vids

Posted by [forsaken](#) on Tue, 01 Jul 2003 05:52:45 GMT

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yeah, that would be pretty cool to jump hills or cliffs and glide down

Subject: Reborn Flash Vids

Posted by [YSLMuffins](#) on Tue, 01 Jul 2003 06:13:45 GMT

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I like it.

Subject: Reborn Flash Vids

Posted by [General Havoc](#) on Tue, 01 Jul 2003 11:37:45 GMT

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Looks great Sound on the first video sounds awful on an Audigy though.

_General Havoc

Subject: Reborn Flash Vids

Posted by [Deactivated](#) on Tue, 01 Jul 2003 15:15:22 GMT

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The music played in Stealth tank movie is " NOD Crush (Artillery Mix)" by Bart Klepka.

Subject: Reborn Flash Vids

Posted by [Joey-Y](#) on Tue, 01 Jul 2003 16:41:06 GMT

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ACK... the power needed to "glide down" would be imence... considering only harriers can hover 90 seconds before expending too much their fuel and/or burning their engines up... and considering the hovering the MLRS makes is from wind, like any other hovercraft, it has to be close to the ground to stay upright, if its in the air its like freefalling in a M1A1 with fans underneath....

Planet Side is not the best game ever, but its hover units actually realistic cross between ground and flying...

W is go, S is rever, A and D is STRAFF left and right, and you use your mouse to point where you going, unlike other ground vehicles... but they are using Anti Gravity Propulsion to move, the Hover MLRS is NOT. And NEITHER can "glide" down in the air...

So THE ONLY thing that makes the MLRS good is its fast, can avoid all but proximity and remote mines on the ground, and can go on water like any other Hcraft.

Subject: Reborn Flash Vids

Posted by [Wild1](#) on Tue, 01 Jul 2003 19:33:27 GMT

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As I was looking at the movies, I guess they never did figure out how to stop the walking animations. That's really dissapointing, because it looks relly dumb when its standing still and the legs are moving.

Subject: Reborn Flash Vids

Posted by [Deactivated](#) on Tue, 01 Jul 2003 19:47:38 GMT

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Wild1As I was looking at the movies, I guess they never did figure out how to stop the walking animations. That's really dissapointing, because it looks relly dumb when its standing still and the legs are moving.

Do the Mech dance... :rolleyes:

Subject: Reborn Flash Vids

Posted by [forsaken](#) on Tue, 01 Jul 2003 21:52:05 GMT

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about the hovercraft wouldn't it fall like a rock from a tall cliff but once it got within a certain proximity of the ground start hovering in the air again.

Subject: Reborn Flash Vids

Posted by [TheMouse](#) on Wed, 02 Jul 2003 00:36:20 GMT

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wow... reborn looks really good.

Subject: Reborn Flash Vids

Posted by [Aircraftkiller](#) on Wed, 02 Jul 2003 03:08:22 GMT

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Joey-YACK... the power needed to "glide down" would be imence... concidering only harriers can hover 90 seconds befor expending to much their fuel and/or burning their engines up... and considering the hovering the MLRS makes is from wind, like any other hovercraft, it has to be close to the ground to stay upright, if its in the air its like freefalling in a M1A1 with fans underneath....

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I got a feeling the site has exceeded its bandwidth limits
didn't even get to see it

Subject: Reborn Flash Vids
Posted by [Aircraftkiller](#) on Wed, 02 Jul 2003 09:39:04 GMT
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YSLMuffinsWell Reborn is pushing the limits of the Renegade engine, with the mechs and hover units. You should know that, but they're trying.

Why not just have the hover MRLS have a really small mass, or maybe that would cause it to sudden fly into blue hell?

That isn't pushing the limits of the engine. The "mechs" are just like a tank, there's nothing different about them except they have a looping animation which looks really stupid.

The "hover" units don't even hover. They aren't "hover" units. They're just like a tank, except they have a fake animation that makes it appear to hover, but it just doesn't have a tank tread or anything below it to show that the wheels are there.

Subject: Reborn Flash Vids
Posted by [Joey-Y](#) on Wed, 02 Jul 2003 20:48:09 GMT
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ACK, I was replying to your comment here

"It doesn't hover. Drive off a cliff and it won't float down. It'll fall like a rock and turn over in the process, like a regular tank will." - ACK

it cant do that, thats what I explained using other games and real hover units. the Hover MLRS is a HoverCraft, and it cant "float down" in reality, that goes for fiction and non fiction, if it isnt close to the ground it falls.

same for gravetic propulsion systems, star wars for example, the units only over at 10 storys or less (or so it looks)...its space ships with way into future abilities so it has more range, but it STILL has to have something to "push" against.

The hover MLRS would NOT be able to glide down....no wings, engines are that strong, and its heavy.

Subject: Reborn Flash Vids

Posted by [Ferhago](#) on Wed, 02 Jul 2003 21:52:11 GMT

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I think the mobile artillery should be wider. And maybe put some more stuff in the back of the stealth tank so it looks more evened out.

Maybe make the orca fighter less long.

Subject: Reborn Flash Vids

Posted by [Aircraftkiller](#) on Wed, 02 Jul 2003 22:06:52 GMT

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Joey-YACK, I was replying to your comment here

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same for gravetic propulsion systems, star wars for example, the units only over at 10 storys or less (or so it looks)...its space ships with way into future abilitys so it has more range, but it STILL has to have something to "push" against.

The hover MLRS would NOT be able to glide down....no wings, engines are that strong, and its heavy.

You have *no idea* of what type of propulsion system drives any vehicle in Tiberian Sun or any other game that's set that far in the future. They can say "Blah blah, it's this super stardrive hyper warp speed" thing, but it's not known for sure and therefore you cannot say that real world physics, as we know them today, will apply to the games.

Maybe you don't understand something - you don't *have* to push against anything except the force of gravity itself with an anti-gravity system coupled with an inertial damper to prevent motion sickness and disorientation while inside the vehicle.

Hover units as portrayed today are nothing more than LCAC units, Landing Craft Air Cushioned, in other words. They run off of a strong turbine engine which powers the air cushion system, allowing it to "hover" as it moves. In reality, it's just flying a few feet off the ground, nothing more.

The Harrier is a horrible example, because it's just a VTOL\STOL aircraft that has the capability of taking off like a helicopter and landing like a jet, or a combination of either. It hovers just like a helicopter would, by attempting to remain in one position while keeping the vehicle in balance against the force of gravity.

So please stop trying to lecture me on physics... I spent a good two or three years reading up on things like this, using various sources over the years... Thank you very much.

Subject: Reborn Flash Vids

Posted by [Dante](#) on Thu, 03 Jul 2003 06:17:04 GMT

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personally, if i would have been doing the hover tank, i would have made it a vtol, put massive weight on it, and not that much torque so it wouldn't fly higher than a couple of feet, then simply adjusted the pitch and roll to not be that much.

but hey, thats just me.

Subject: Reborn Flash Vids

Posted by [YSLMuffins](#) on Thu, 03 Jul 2003 07:47:41 GMT

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Aircraftkiller

That isn't pushing the limits of the engine. The "mechs" are just like a tank, there's nothing different about them except they have a looping animation which looks really stupid.

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Hmm, I guess "pushing it" wasn't the best way to put it. > What I meant is that Reborn is trying to do some things that the engine isn't capable of. Or is it, ACK? I remember a thread or two back on the old original mod forum about the best way to do mechs and hover vehicles in Renegade, and Greg replied by suggesting exactly what appears to be what the Reborn team did.

Dante's idea sounds feasible. Maybe there's a way to create some script that can enable/disable an animation on a vehicle?

Subject: Reborn Flash Vids

Posted by [bigwig992](#) on Thu, 03 Jul 2003 16:08:56 GMT

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What? ACK just said many time's over that what they are doing IS NOT "pushing the limits". Yes the engine is perfectly capable of having the wheel bones way below the actual tank. Just picture some big ass tank treads near the ground, just invisible, that's all that their doing. Hell, even I made a hover tank on accident when I was first learning how to bone vehicles . But on the other hand, I'm looking forward to Reborn now, looks pretty good.

Subject: Reborn Flash Vids

Posted by [Dante](#) on Fri, 04 Jul 2003 09:07:45 GMT

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YSLMuffinsAircraftkiller

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Dante's idea sounds feasible. Maybe there's a way to create some script that can enable/disable an animation on a vehicle?

as a much heated debate over it, and the "birth of Reborn" happened, Greg Hjelstrom relayed to us that all animation related scripting isn't enabled in MP, yes, you could have proper working mechs in SP, and they have been done on several test occasions. But quite simple, they are doing the best they can with the engine.

Subject: Reborn Flash Vids

Posted by [Titan1x77](#) on Fri, 04 Jul 2003 10:35:43 GMT

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Most importantly...We should embrace all efforts done in the renegade modding community

Weather it be a big mod or small...all advances lead to a possibility of something new for the renegade mapping/modding community

Some people just don't see us as a whole.

Subject: Reborn Flash Vids

Posted by [spreegem](#) on Sun, 17 Aug 2003 01:00:40 GMT

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I like those vids, but can't find a download of this anywhere, Bring Me to Life aka Wake Me Up Inside don't tell me to use kazaa, or any other peer to peer program please. I think the Hover mrls was good, same with the Mammoth mark 2, but does the walking animation always play, or only when the move button is pressed?

Subject: Reborn Flash Vids
Posted by [xSeth2k2x](#) on Sun, 17 Aug 2003 03:02:04 GMT
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spreegemI like those vids, but can't find a download of this anywhere, Bring Me to Life aka Wake Me Up Inside don't tell me to use kazaa, or any other peer to peer program please. I think the Hover mrls was good, same with the Mammoth mark 2, but does the walking animation always play, or only when the move button is pressed?

IRC,the store,newsgroups.....

Subject: Reborn Flash Vids
Posted by [spreegem](#) on Sun, 17 Aug 2003 03:07:20 GMT
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UHH COULD YOU TRANSLATE THAT TO BASIC ENGLISH? THX, Stupid caps lock was on.

Subject: Reborn Flash Vids
Posted by [xSeth2k2x](#) on Sun, 17 Aug 2003 03:08:15 GMT
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spreegemUHH COULD YOU TRANSLATE THAT TO BASIC ENGLISH? THX, Stupid caps lock was on.

Internet Relay chat(aka irc),your Local store, or a Newsgroup

<http://www.slyck.com>

Subject: Reborn Flash Vids
Posted by [Ugauga01](#) on Sun, 17 Aug 2003 06:56:54 GMT
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The walking animation always play.
DarkOmen said me that they use the option "Loop" for it and no other would work with it

Subject: Reborn Flash Vids
Posted by [Fabian](#) on Sun, 17 Aug 2003 15:46:22 GMT
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"You have *no idea* of what type of propulsion system drives any vehicle in Tiberian Sun "

So what makes you so sure that it should be able to glide down a cliff? You dont know what type it is, no one here really does. Reborn decided to make it appear to hover using wind turbines, and that illusion is succesfully created by simply making a "tank without treads that has an animation of a fake hovering sequence." It works, so who cares if its "fake?"
