
Subject: Renegade Like you never seen before (some pics)

Posted by [Laser2150](#) on Tue, 26 Aug 2003 02:30:20 GMT

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C&C_Darkcore, a map that has changed from its birth. here are some pictures of what to expect from it.

Before and After of the spawn Rooms.

Before:

After:

Subject: Renegade Like you never seen before (some pics)

Posted by [Beanyhead](#) on Tue, 26 Aug 2003 03:10:17 GMT

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And I beta tested it

Can't wait for the final version!

Subject: Renegade Like you never seen before (some pics)

Posted by [boma57](#) on Tue, 26 Aug 2003 03:14:58 GMT

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Looks great, but the dead soldier doesn't look natural to me. I would just spread out his other limbs a little bit.

But other than that, it looks awesome.

Subject: Renegade Like you never seen before (some pics)

Posted by [Griever92](#) on Tue, 26 Aug 2003 06:20:45 GMT

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Amazing, i saw some other screens that u sent me through MSN earliar. Can't wait until you release it publicly

Subject: Renegade Like you never seen before (some pics)

Posted by [Laser2150](#) on Tue, 26 Aug 2003 11:32:34 GMT

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i had such a hard time posting yesterday, it looked like a major slowdown

Subject: Renegade Like you never seen before (some pics)

Posted by [Darkeye 35](#) on Tue, 26 Aug 2003 11:38:04 GMT

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The blood, the MP5 and the Nod takeover- room -feature- change thingy looks brill! (screenshots 3 and 4)

Subject: Renegade Like you never seen before (some pics)

Posted by [General Havoc](#) on Tue, 26 Aug 2003 12:05:18 GMT

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Also make the PT's actually objects. It's looks silly to have a PT in the middle of a room and no object. You can actually make the PT's smaller I think There just an object box as far as i know made in RenX with physical collsion enabled.

Subject: Renegade Like you never seen before (some pics)

Posted by [sbhkilled25](#) on Tue, 26 Aug 2003 14:32:09 GMT

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That looks awesome it looks like you putr a ton of time into that!

Subject: Renegade Like you never seen before (some pics)

Posted by [spreegem](#) on Tue, 26 Aug 2003 14:52:23 GMT

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Sw337

Subject: Renegade Like you never seen before (some pics)

Posted by [Renx](#) on Tue, 26 Aug 2003 15:12:52 GMT

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it looks great, especialy the MP5. I onyl have one complaint, and it's about the pics from RA2 on the big tv's, they don't really fit in.

Subject: Renegade Like you never seen before (some pics)

Posted by [Laser2150](#) on Tue, 26 Aug 2003 19:37:58 GMT

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Hey, The mp5 isn't part of the map!!!!!! its something i downloaded a long time ago.

The blood was the best i can do, If you can better, go for it.

Yeah ill add to the model so it doesn't look like funny PTs .

also im having proplems with the animation of the fans, the animation works in w3d and then doesn't work in Leveledit.

and the animation name was put in as what it was called.

Any help?

Subject: Renegade Like you never seen before (some pics)

Posted by [Ugauga01](#) on Wed, 27 Aug 2003 02:35:51 GMT

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Do the soldier really bleed or did you only paint it???

Subject: Renegade Like you never seen before (some pics)

Posted by [PsY](#) on Wed, 27 Aug 2003 04:44:26 GMT

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reminds me of counterstrike.

Subject: Renegade Like you never seen before (some pics)

Posted by [ANBU](#) on Wed, 27 Aug 2003 04:50:49 GMT

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laser where did you dl the mp5 model? If you don't remember, is it possible to send it to me?
THanks.

Subject: Renegade Like you never seen before (some pics)

Posted by [Deafwasp](#) on Wed, 27 Aug 2003 05:41:58 GMT

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WTF? ohhh.....I see.....kiddies.

Subject: Renegade Like you never seen before (some pics)

Posted by [dufis791](#) on Wed, 27 Aug 2003 11:14:18 GMT

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lol. LOOKS AWSEM!!!!!! caint wait to play!

Subject: Renegade Like you never seen before (some pics)

Posted by [maytridy](#) on Wed, 27 Aug 2003 12:53:51 GMT

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Why did you add PT's?

When we beta tested, you could only buy a soldier anyways. Plus, by doing this, you must buy a character before you can jump high.

Subject: Renegade Like you never seen before (some pics)

Posted by [pulverizer](#) on Wed, 27 Aug 2003 18:49:41 GMT

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but is the blood real? or is it done with paint? (same question as Ugaug01)

Subject: Renegade Like you never seen before (some pics)

Posted by [Apache](#) on Wed, 27 Aug 2003 19:40:36 GMT

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The blood is a texture... As far as I know, the engine can't support bloody deaths...

Subject: Renegade Like you never seen before (some pics)

Posted by [Laser2150](#) on Wed, 27 Aug 2003 20:01:01 GMT

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about the model, the blood is nothing more then a texture. the body is like a dsapo , it stays in the same spot and not ment to move.

I made the blood with Photoshop.

im planning to make more dead bodys so look arouns you might find one.

Expected release date: Friday the 8th

This is a estimate,and is subject to change.

PS: Yes the Pts are needed to due to a renegade flaw, when you spawn your still like a normal

soldier, so yeah i put them in but don't worry you can only buy a soldier.

I don't remeber where i got this MP5... but the texture is very ugly.

[/b]

Subject: Renegade Like you never seen before (some pics)

Posted by [Dante](#) on Wed, 27 Aug 2003 20:32:32 GMT

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sure you could do it that way, add a death animation, proxy in the w3d that smears the blood

wow, amazing, now you have a bloody death animation with spewing blood from a chopped off head!!

anywayz, just some food for thought (eww, combining spewwing blood and food in the same topic... i need rest)

Subject: Renegade Like you never seen before (some pics)

Posted by [General Havoc](#) on Wed, 27 Aug 2003 22:49:10 GMT

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Dante: Is is a limitation (or bug) in the Renegade engine that startup spawners are not able to be modified? You could change them to start disabled or to spawn a mobius and not a normal soldier but it will always get overridden by the game in MIX format. This is why I sugested PT's for his map. Just wondering if you have come across this fault?

Subject: Renegade Like you never seen before (some pics)

Posted by [mike9292](#) on Wed, 27 Aug 2003 23:32:36 GMT

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i dont no about u people but my graphics card lets the game have blood that spray out but it fades away in air

Subject: Renegade Like you never seen before (some pics)

Posted by [Deafwasp](#) on Wed, 27 Aug 2003 23:36:21 GMT

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yeah, we get that. But not pools of blood you see. And thats really just a mist.

Subject: Renegade Like you never seen before (some pics)
Posted by [Laser2150](#) on Wed, 27 Aug 2003 23:38:48 GMT
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yeah, mine does to but that blood is stupid.
they are there to let you laugh , thats all.

and please

IF You Know anything about Gmax Animations Please PM me or contact me on MSN (Laser2150)

Subject: Renegade Like you never seen before (some pics)
Posted by [maytridy](#) on Thu, 28 Aug 2003 01:04:37 GMT
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I know a good deal of Gmax animations. I'll PM you and talk to you on MSN.

Subject: Renegade Like you never seen before (some pics)
Posted by [forsaken](#) on Thu, 28 Aug 2003 01:07:24 GMT
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If my memory is correct that Mp5 is from PsychoArmy's ARRRG_v2 mod

Subject: Renegade Like you never seen before (some pics)
Posted by [maytridy](#) on Thu, 28 Aug 2003 01:08:21 GMT
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Modern Warfare has got a WAYYYYYYYYY better MP5...

Subject: Renegade Like you never seen before (some pics)
Posted by [forsaken](#) on Thu, 28 Aug 2003 01:18:00 GMT
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yeah, this mod is like over 8 months old though

Subject: Renegade Like you never seen before (some pics)
Posted by [Laser2150](#) on Thu, 28 Aug 2003 02:02:07 GMT
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I think it may have been pshcoarmys MP5, but it wasn't a mod, it was a single replacement model, thats all.

Subject: Renegade Like you never seen before (some pics)

Posted by [Dante](#) on Thu, 28 Aug 2003 06:00:34 GMT

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i understand Animations and how they work... does that count?

here is what you can do:

select the h_a_a0a0.w3d from your Always.dat, extract s_a_human.w3d (the skeleton) from always.dat as well, put them in the same dir, name it... something, hell i don't care...

now, open up your RenX-W3D Modeler Edition

Import the h_a_a0a0.w3d, leave all options the same

Select all

Check off, Export Geometry in the W3D Settings

save as h_a_mine.gmax

export as h_a_mine.w3d as pure animation, using the s_a_human skeleton you have in the same folder (as stated above).

now you have a new animation, without the work, then tinker around with it from there.

if you add any geometry, you MUST export as hierarchal animated model, and be SURE to use the right skeleton.

Subject: Renegade Like you never seen before (some pics)

Posted by [Dante](#) on Thu, 28 Aug 2003 06:02:00 GMT

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OH, quick note, if you add geometry, be SURE to uncheck the "Bone" checkbox in the w3d options, or else it will tell you it can't find x bone in the skeleton model blah blah.

Subject: Renegade Like you never seen before (some pics)

Posted by [Laser2150](#) on Thu, 28 Aug 2003 22:54:53 GMT

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.....

Thanks Dante

Wouldn't Human Death Animations need it as a .pkg?

Anyway its a fan i made, does the fan need a bone for animation?

I was thinking about starting a TDM Mod, but i would need new scripts which i have yet to completely understand C++ or anything
