
Subject: Insurrection: Fang Preview
Posted by [Ingrownlip](#) on Tue, 02 Sep 2003 06:33:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey guys,

Been rather busy for a while. Here is another render of the newest vehicle. More stuff to come soon! Enjoy!

Subject: Insurrection: Fang Preview
Posted by [CNCWarpath](#) on Tue, 02 Sep 2003 12:00:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very Nice, altho you will have to put a cockpit window over the top because the seatbones dont work.

Subject: Insurrection: Fang Preview
Posted by [Magic013](#) on Tue, 02 Sep 2003 13:25:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very nice work

Subject: Insurrection: Fang Preview
Posted by [Ingrownlip](#) on Tue, 02 Sep 2003 17:59:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

CNCWarpathVery Nice, altho you will have to put a cockpit window over the top because the seatbones dont work.

Yes, well the vehicle itself doesn't have a cockpit. So people will know that if the vehicle is moving then there is probably someone in it.

...Working on trying to get people visible.

Thanks for the comments!

Subject: Insurrection: Fang Preview
Posted by [Dante](#) on Tue, 02 Sep 2003 20:01:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

IngrownlipCNCWarpathVery Nice, altho you will have to put a cockpit window over the top because the seatbones dont work.

Yes, well the vehicle itself doesn't have a cockpit. So people will know that if the vehicle is moving then there is probably someone in it.

...Working on trying to get people visible.

Thanks for the comments!

it has been done, although needs alot of testing, especially MP

Subject: Insurrection: Fang Preview
Posted by [Ingrownlip](#) on Thu, 04 Sep 2003 03:44:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks Dante!

If we don't get that working... it's not too big of an issue. If the vehicle has an enter icon above it you can get in. Otherwise if it's shooting at you, run!

Subject: Insurrection: Fang Preview
Posted by [Ferhago](#) on Thu, 04 Sep 2003 17:04:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

I always wondered what that "Occupants Are Visible" checkbox in level edit did

Subject: Insurrection: Fang Preview
Posted by [Deafwasp](#) on Thu, 04 Sep 2003 17:48:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cant you somehow model a pilot in a pilot suit, and when someone enters the vehicle that part of the model becomes visible?

Subject: Insurrection: Fang Preview
Posted by [laeubi](#) on Thu, 04 Sep 2003 19:10:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

IngrownlipThanks Dante!

If we don't get that working... it's not too big of an issue. If the vehicle has an enter icon above it you can get in. Otherwise if it's shooting at you, run!

ROFL!!!! True True....

Ferhagol always wondered what that "Occupants Are Visible" checkbox in level edit did
Whether or not show the name of passengers of a vehicle. (I hope, not sure tested it a LOOOONG
time ago.)

Subject: Insurrection: Fang Preview
Posted by [jeroom](#) on Thu, 04 Sep 2003 19:14:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice work its from the ye i jows

Subject: Insurrection: Fang Preview
Posted by [Titan1x77](#) on Thu, 04 Sep 2003 20:35:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

I anticipate this mod more then reborn...from what Ive seen of reborn the model's are badly
textured and gameplay is far from being balanced.

Insurrection has been slowly but surely being peiced together...your boards arew quite quiet....any
news on a beta???

Subject: Insurrection: Fang Preview
Posted by [Ingrownlip](#) on Sun, 07 Sep 2003 23:11:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes very quiet. We moved our team to another private forum so we can discuss internal issues.

Beta will try to be out by end of the year.

Subject: Insurrection: Fang Preview
Posted by [NeoX](#) on Mon, 08 Sep 2003 01:11:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

looking good
