Subject: C&C Commando: Surface-to-Air Missile Site
Posted by Deactivated on Sat, 08 May 2004 09:40:28 GMT

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GenocideThanks for Giving me credit Seaman, perhaps in future you will eh?

I never said that I made it.
http://www.cannis.net/commando/team.php

drunkillsee there, red and black striped rim, and as well, i think oyu should make the area that it pops up in bigger, so a bigger door part.

You can hardly tell the shape from a sprite that's only about 15x15 pixels.
Commando models will not be based on how they looked ingame, they will be based on renders (including cutscenes) and real life pictures.

But of course, I can make a special "Drunkill edition" with tiny base and red&black stripes.

oblivion165looks good, a bit small though. It is kinda weird how you cant drive over it, it will get in the way all of the time.

It's going to reeeal fun when you drive over it and it flips over your Buggy.
Yet even funnier is when it fires its missiles... BOOM. Your buggy and SAM Site is gone. :rolleyes:

BlazerYeah my only worry was that you could damage it by hitting the invisible worldbox part, which would totally negate the usefulness of it going underground.

 :rolleyes:
BZZT! Sorry, wrong answer! You just lost your chance to win a million bucks.
The worldbox is used for only physical collision detection.
Bullet collision is applied to the model itself.

icedog90
Why are you too afraid to reveal the poly count? It is obvious it is very high. Any modeler who is asked to reveal their poly count should, and everyone I've seen has, but you fail to posess this ability.

It's 1044. Why it does bother you so much?
Any computer from year 2000 can handle it.