Subject: Renegade: A New Hope Update
Posted by htmlgod on Sun, 11 Jul 2004 03:16:25 GMT
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Renegade: A New Hope has completed setup of the Visible Occupant script on about half their vehicles, allowing the pilots of the vehicles to be visible once they enter the craft. This feature will add a great detail of realism to the game, realism which is lost behind the blacked-out windows of CnC Renegade. We intend to use this setup on every vehicle in our mod. Thanks to Jonathan Wilson for writing the script that makes this all possible.

Visit http://newhope.conquergaming.com for more info.

Subject: Renegade: A New Hope Update
Posted by SuperFlyingEngi on Sun, 11 Jul 2004 03:39:30 GMT
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The strips going across the window on that TIE Bomber look waaay too fuzzy - they should be solid black lines that go directly to alpha instead of sort of fuzz-shifting.

Oh, by the way, most of your models look pretty good, except you should really consider re-modeling the Imperial Landing Craft, or possibly replacing it with another version that I think looks a little better, I'll have time to upload some pictures tomorrow. Also, I saw the interior to your landing craft, the entire ship is actually about twice as big as that. Again, I have some good diagrams tomorrow if you want to use that.

Other than all that, the mod is coming along really well, from what I've seen. Keep up the good work.

Subject: Renegade: A New Hope Update
Posted by FynexFox on Sun, 11 Jul 2004 07:12:32 GMT
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Looks good mate, I like it, but the lines are way to funnzy on thw indow,i agree, Im lovin it tho! GJ!

Subject: Renegade: A New Hope Update
Posted by Renardin6 on Sun, 11 Jul 2004 13:23:46 GMT
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Nice work. But the windows is really bad. Needs some work.

Subject: Renegade: A New Hope Update
Posted by Sir Phoenixx on Sun, 11 Jul 2004 13:33:12 GMT
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Just model the windows out... Model the frame, then create a box/plane with segments for the window, and make the window itself see-through.

Subject: Renegade: A New Hope Update
Posted by htmlgod on Sun, 11 Jul 2004 13:52:23 GMT
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Seems kind of like a waste of polygons to model the window panes. I think if I increase the resolution of the window texture, and do a better job of the alpha channel it will be significantly better than how it is now.

Subject: Renegade: A New Hope Update
Posted by SuperFlyingEngi on Sun, 11 Jul 2004 17:57:08 GMT
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Like I said last night, I said I'd upload some pictures - and here they are:

A base picture for the Lamda shuttle, if you want it.

The Sentinel landing craft, I personally think it looks better than the other one.

If you want higher resolution pictures of either of these, just ask.

Subject: Renegade: A New Hope Update
Posted by htmlgod on Sun, 11 Jul 2004 18:05:27 GMT
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I'm thinking about removing the shuttle completely. It's lambda wing configuration produces difficulties with the Worldbox. Either the bounding box must contain all of the wings, and the vehicle lands with its cockpit 20 ft off the ground, or the worldbox does not contain the wings, and hte vehicle's wings slide through the ground when it lands. Either way its pretty bad.

Subject: Renegade: A New Hope Update
Posted by SuperFlyingEngi on Sun, 11 Jul 2004 18:35:59 GMT

Hm...could you re-make the model with the wings folded up where the dotted lines are in that first diagram? Then the shuttle could actually land like it normally would, and would look fine flying around.

Subject: Renegade: A New Hope Update
Posted by htmlgod on Sun, 11 Jul 2004 20:48:22 GMT

But the 'wings-folded-up' configuration is only for landing. And besides, it would look kind of dumb flying around like that.

Subject: Renegade: A New Hope Update
Posted by Spice on Sun, 11 Jul 2004 21:09:26 GMT

Is there a way to set it so whne you release the movement key it will play the animation of the wings foling up. So you would just have to stop above your landing area and go down.

The action would have to only effect the movement forward, left, right and back keys. Not the lower and raise altitude keys.

Subject: Renegade: A New Hope Update
Posted by htmlgod on Sun, 11 Jul 2004 22:13:01 GMT

Thats a good idea, and not too far outside the realm of possibility. I'll talk to jonwil about it.

Subject: Renegade: A New Hope Update
Posted by Phoenix - Aeon on Mon, 12 Jul 2004 19:08:16 GMT

Wouldn't you want the wings to stay unfolded when going up,? as I reacall that's what happened in the films.