
Subject: wuts with ren alert?

Posted by [SuperMidget](#) on Mon, 10 Jan 2005 15:15:12 GMT

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when ever i try to play renalert it shows that no one is ever on it

Subject: wuts with ren alert?

Posted by [idebo](#) on Mon, 10 Jan 2005 15:25:10 GMT

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Mainly because people want to go in a crowded server, but noone wants to join an empty one, so the servers are always empty. But there are still players out there (including me).

Subject: wuts with ren alert?

Posted by [glyde51](#) on Mon, 10 Jan 2005 21:38:49 GMT

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No, after the announcement of the RenAlert to Source move, people have left.

Either that, or your right idebo.

Subject: wuts with ren alert?

Posted by [Aircraftkiller](#) on Mon, 10 Jan 2005 22:05:49 GMT

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Most players left because of Half Life 2, so logically we moved to where the largest fanbase is. Get your facts straight.

Subject: wuts with ren alert?

Posted by [glyde51](#) on Mon, 10 Jan 2005 22:22:27 GMT

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My facts were partially correct, they left.

Subject: wuts with ren alert?

Posted by [Majiin Vegeta](#) on Mon, 10 Jan 2005 22:29:42 GMT

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Quote:wuts

What the fuck is that ?

Subject: wuts with ren alert?

Posted by [Blazea58](#) on Mon, 10 Jan 2005 22:32:03 GMT

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Yeah they left so they could continue all over again. Cant wait till next year lol.

Will be good in the end, i just didnt like the whole change thing seeming i heard you even say you would make around 50 maps for renalert before ever giving up. Then to give up when there is a patch that did more damage then good, just made me quit, so yea it could have been more then it was.

I think we may now reverse the old saying and say Renalert sucks, cause well it does right now.

Atleast i got many constant months of fun out of it, but to just give up and entirely switch engines is lame.

Subject: wuts with ren alert?

Posted by [glyde51](#) on Mon, 10 Jan 2005 22:37:42 GMT

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Que Aircraftkiller:

renalert is not lame or gay blah blah blah cnc reborn which is going to actually hit past version 1 one sucks blah blah blah

Subject: wuts with ren alert?

Posted by [Jecht](#) on Tue, 11 Jan 2005 02:50:28 GMT

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i dont know, the Screenies I saw on Planetcnc look beautiful, especially the screenie with the turret.

Subject: wuts with ren alert?

Posted by [maytridy](#) on Tue, 11 Jan 2005 04:04:55 GMT

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Even though I've long left the Renegade community, I still often visit the forums and still play Renegade sometimes. Personally, I wish Ren Alert had stayed with Renegade. But they, along

with many other mods such as mine, have left such an outdated engine for prospects of a really successful and popular mod. I respect their choice to move, although many did not respect ours, they made a smart decision. Especially with the source engine, I'm really excited to see how this turns out.

Subject: wuts with ren alert?

Posted by [PiMuRho](#) on Tue, 11 Jan 2005 07:49:13 GMT

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Maybe they ought to show in-engine screenshots instead of 3D Studio renders then.

Subject: wuts with ren alert?

Posted by [TankClash](#) on Tue, 11 Jan 2005 17:24:51 GMT

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Thank you for your irrelevant post, glyde...

Seems most of the "mods" are moving to source... so it is obvious where they went.

Did you not know about Half Life 2? It's a great game, I highly recommend it.

Subject: wuts with ren alert?

Posted by [Aircraftkiller](#) on Tue, 11 Jan 2005 21:01:30 GMT

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PiMuRhoMaybe they ought to show in-engine screenshots instead of 3D Studio renders then.

I will as soon as it comes time to start placing them in that horrible editing program they call Hammer.

Subject: wuts with ren alert?

Posted by [Naamloos](#) on Tue, 11 Jan 2005 22:51:24 GMT

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"Hammer sucks?"

Subject: wuts with ren alert?

Posted by [Spice](#) on Wed, 12 Jan 2005 00:08:03 GMT

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He says that because he doesn't know how to use it. Once he gets use to it I'm sure he will change his mind.

Subject: wuts with ren alert?

Posted by [SuperFlyingEngi](#) on Wed, 12 Jan 2005 00:11:05 GMT

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3 to 1 odds ACK makes up a story about how he coded his own Hammer substitute and how it's sooooo much better, but he's "keeping it for himself."

Anyone?

Subject: wuts with ren alert?

Posted by [glyde51](#) on Wed, 12 Jan 2005 00:31:45 GMT

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I bet with you, I think that it's very possible.

Subject: wuts with ren alert?

Posted by [PiMuRho](#) on Wed, 12 Jan 2005 09:15:27 GMT

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AircraftkillerPiMuRhoMaybe they ought to show in-engine screenshots instead of 3D Studio renders then.

I will as soon as it comes time to start placing them in that horrible editing program they call Hammer.

Why? What's wrong with it?

Subject: wuts with ren alert?

Posted by [Aircraftkiller](#) on Wed, 12 Jan 2005 11:39:02 GMT

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The interface is cluttered and rather confusing, along with the "brush based system" which has always sucked for any game it was used for. It's like building things out of lego blocks you can mould, it just doesn't feel right to me.

Subject: wuts with ren alert?

Posted by [Pendulum](#) on Wed, 12 Jan 2005 14:44:12 GMT

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lego? you should be used to that then

Subject: wuts with ren alert?

Posted by [PiMuRho](#) on Wed, 12 Jan 2005 15:06:45 GMT

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AircraftkillerThe interface is cluttered and rather confusing, along with the "brush based system" which has always sucked for any game it was used for. It's like building things out of lego blocks you can mould, it just doesn't feel right to me.

The brush-based system is a requirement of the game engine, not the editor.

Subject: wuts with ren alert?

Posted by [WNxCABAL](#) on Wed, 12 Jan 2005 16:32:35 GMT

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Pendulumlego? you should be used to that then

r-e-s-p-e-c-t :thumbsup: :biggrin:

Subject: wuts with ren alert?

Posted by [Sir Phoenixx](#) on Wed, 12 Jan 2005 17:11:35 GMT

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Pendulumlego? you should be used to that then

Yeah, of course he is, we've all seen screenshots of Reborn before, right?

Subject: wuts with ren alert?

Posted by [smwScott](#) on Wed, 12 Jan 2005 19:18:00 GMT

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It's more likely that they left when the mod was dropped and all hope of future patches were flushed down the toilet. The amount of people that played was never that big to begin with though, but now it's just about impossible to get a game going.

Oh ... and Hammer doesn't suck. Seriously, what the fuck? Does it ever end with all this crap about where something has to suck? Hammer isn't all that user friendly but it's one of the most

versatile map editors out there.

Subject: wuts with ren alert?

Posted by [PiMuRho](#) on Wed, 12 Jan 2005 19:28:34 GMT

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I've been using it since 1996 - you could cut off my arms and remove my eyes and I could still use it

Subject: wuts with ren alert?

Posted by [Slash0x](#) on Wed, 12 Jan 2005 23:32:46 GMT

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UT uses a brush system, but it is way easier to use than Hammer's brush system. Just getting use to the new tools is a pain. Using 3ds max or RenX (GMax) allows more customization to me, but that's only because I've been messing with it for several months now. I'm sure if someone gets dedicated, they could make some awesome levels in Hammer.

Another few things though I don't like compared to Renegade's editors. You cannot truly walk around in the level before export, export is a pain (takes forever even with a gig ram), and you have to compile crap to add new things.

Oh yeah, cannot forget...STEAM SUX (still).

Subject: wuts with ren alert?

Posted by [Toolstyle](#) on Thu, 13 Jan 2005 00:13:18 GMT

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PiMuRho I've been using it since 1996 - you could cut off my arms and remove my eyes and I could still use it

Can I please put that to the test, should be fun.

Subject: wuts with ren alert?

Posted by [maytridy](#) on Thu, 13 Jan 2005 01:50:06 GMT

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Quote:the "brush based system" which has always sucked for any game it was used for. It's like building things out of lego blocks you can mould, it just doesn't feel right to me.

I've made some maps for Call of Duty which also uses brushes, and they suck terribly. I really don't understand the advantage of them.

Subject: wuts with ren alert?

Posted by [Aircraftkiller](#) on Thu, 13 Jan 2005 02:32:41 GMT

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It's because the engine is physics first, and isn't based on variable geometry like Renegade is. You can create anything in Renegade and have it be terrain, which is its only advantage. I can run around on a teapot world with loops and corkscrews and the game will render it all just fine.

The brush system works, and I'm able to work with it fine, I just don't like it as much as I like 3D Studio.

That's the beginning of a level I'm making for CS: Source right now. Hammer is really equipped to do a lot of amazing things, but the interface for designing geometry is what annoys me. I love decal applications and the ability to place overlays on terrain, it masks texture tiling and makes it look amazingly real.

Subject: wuts with ren alert?

Posted by [maytridy](#) on Thu, 13 Jan 2005 04:01:46 GMT

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Yeah, It's more CoD Radiant that I'm frustrated with than the brush system.

I read in PC gamer that you can map straight out of 3ds max for HL2. Is there a similar feature for Source?

Subject: wuts with ren alert?

Posted by [PiMuRho](#) on Thu, 13 Jan 2005 06:57:36 GMT

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There's a tool for XSI that allows you to create maps for any Source mod. It's not impossible to create an exporter from 3D Studio (there's at least one commercial exporter available)

The thing you have to remember is that Hammer is just a graphical front end to a text editor. If you were masochistic enough, you could make your maps with graph paper and Notepad (just like we did for qtest, back in the day). As long as you keep things nice and convex, the compilers will still work.

Subject: wuts with ren alert?

Posted by [Aircraftkiller](#) on Thu, 13 Jan 2005 10:52:15 GMT

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Where's the link to said tool? I'd like to take a look at it. I can design things five times faster in 3DS

than I can in Hammer...

Subject: wuts with ren alert?

Posted by [Demolition man](#) on Thu, 13 Jan 2005 12:28:56 GMT

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<http://www.google.nl/search?hl=nl&q=xsi+half+life&lr=>

hammer loves to crash for me

Subject: wuts with ren alert?

Posted by [PiMuRho](#) on Thu, 13 Jan 2005 13:50:37 GMT

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<http://www.softimage.com/products/Mod/v4/>

That's the XSI mod tool. Bear in mind that XSI is a complete modelling package in it's own right.

I can't currently find the 3D Studio .map exporter. I downloaded it last year sometime, but it had some major limitations. Basically, it was a plugin that you used to create brush-based geometry. The Source VMF map format only accepts brushes, not planes.

I'm pretty sure Dante was working on an actual exporter though. I've not spoken to him for a while.

By the way - if you want the VMF of that War Factory, let me know and I'll upload it for you. I very nearly made the refinery, silo and barracks, too. I wasn't bored enough, though

Subject: wuts with ren alert?

Posted by [Aircraftkiller](#) on Thu, 13 Jan 2005 23:40:15 GMT

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Yeah I wouldn't mind taking a look at how you constructed it.

Subject: wuts with ren alert?

Posted by [Slash0x](#) on Fri, 14 Jan 2005 02:44:29 GMT

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How you get stuff in VMF anyways?

Subject: wuts with ren alert?

Posted by [Aircraftkiller](#) on Fri, 14 Jan 2005 04:41:23 GMT

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I found the plugin, but the son of a bitch cost quite a bit of money. \$65 for it, but oh well... It works in gMax too, so I can design levels inside of it and place them into Hammer.

This is easier, but I still need to figure out how to work it inside Hammer properly. I could technically convert one of my RA levels over to it and it would work just fine, but the conversion from concave\convex to pure convex causes some areas to look like ass.

Subject: wuts with ren alert?

Posted by [M1Garand8](#) on Fri, 14 Jan 2005 06:29:20 GMT

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I still remember Dante said that never do any terrain, small objects etc on XSI/3ds max, unless you want the FPS to plummet through the ground. (That was on RenAlert forums)

Subject: wuts with ren alert?

Posted by [PiMuRho](#) on Fri, 14 Jan 2005 07:34:21 GMT

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<http://www.eradicator.co.uk/neale/warfac1.zip>

Subject: wuts with ren alert?

Posted by [Titan1x77](#) on Fri, 14 Jan 2005 10:25:05 GMT

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AircraftkillerI found the plugin, but the son of a bitch cost quite a bit of money. \$65 for it, but oh well... It works in gMax too, so I can design levels inside of it and place them into Hammer.

This is easier, but I still need to figure out how to work it inside Hammer properly. I could technically convert one of my RA levels over to it and it would work just fine, but the conversion from concave\convex to pure convex causes some areas to look like ass.

just get use to hammer, much easier then using that plugin then exporting ...I tried various methods of getting terrain from max thru GLB to hammer....just isnt worth it for terrain based brushes.

I rather use hammers brush tools now,after several hours on it it gets much easier...besides from GLB you have to snap everything back to grid individually...just a pain in the ass to do all that work when u can do the same inside hammer.

now for glb 4.0 he's going to try to export as a .vmf and try to include displacement meshes as importable....that'd be worth using max to create terrain.

Subject: wuts with ren alert?

Posted by [Slash0x](#) on Fri, 14 Jan 2005 22:35:56 GMT

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I would like to make a level right now, but I'm currently so busy I cannot even play. Cannot wait to get back into Hammer and level/model designing.

Subject: wuts with ren alert?

Posted by [icedog90](#) on Fri, 14 Jan 2005 23:38:33 GMT

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The full SDK still isn't even released.

Subject: wuts with ren alert?

Posted by [PiMuRho](#) on Sat, 15 Jan 2005 07:37:45 GMT

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Yes it is.

Subject: wuts with ren alert?

Posted by [icedog90](#) on Sat, 15 Jan 2005 08:45:01 GMT

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I was told it wasn't by someone I can trust, even though many people think it was released.

Subject: wuts with ren alert?

Posted by [PiMuRho](#) on Sat, 15 Jan 2005 08:52:39 GMT

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Hammer
Map compile tools
Faceposer
Model Viewer
Model export/compile tools
Game source code

Can't really see what else they need to release there. Valve said they'll release the source to HL2DM soon, but that's not a required part of the SDK.

Subject: wuts with ren alert?

Posted by [Sir Phoenixx](#) on Sat, 15 Jan 2005 14:55:11 GMT

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Most of it was released about a month or two ago, then later they released a couple other parts that weren't initially included.

Subject: wuts with ren alert?

Posted by [Deactivated](#) on Sat, 15 Jan 2005 15:18:18 GMT

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The SDK for original Half-Life included models for cut items from the game.. too bad this wasn't the case with HL2.
