Subject: How do I make projectiles.
Posted by RetrocideX on Fri, 21 Jan 2005 02:20:31 GMT
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Projectiles of my own that a vehicle type would use. I want to create a large laser beam (Going to my Prism Tank heh.) and animate it to fit the model for its primary fire.

Subject: How do I make projectiles.
Posted by Oblivion165 on Fri, 21 Jan 2005 05:25:56 GMT
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Well to make a lazer beam (Lets say blue for prism) Make a long plane, check "two side" on w3d settings, apply a blue texture, on shader set it to "screen"

That should give you a nice lazer look. But its untested from me.

Subject: How do I make projectiles.
Posted by laeubi on Fri, 21 Jan 2005 07:26:13 GMT
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Or use the included Laser that is uses for the PIC/Laserrifle/Laserchaingun

Subject: How do I make projectiles.
Posted by RetrocideX on Fri, 21 Jan 2005 22:04:22 GMT
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And where would I find the Personal Ion Cannon settings?

Subject: How do I make projectiles.
Posted by Spice on Fri, 21 Jan 2005 23:17:03 GMT
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When setting your projectilwe for a weapon in Level edit there is a projectile setting. You can choose it from there.

Ot you can use RenegadeEX or XCCmixer and extract the textures from the always.dat and edit the colors to what you want and make a new one. You can do it how oblivion said.

Subject: How do I make projectiles.
Posted by RetrocideX on Sat, 22 Jan 2005 04:00:51 GMT

<>

O.K. well I did what I needed to the vehicle I want to use, I gave it its proper bones and well..Just how do I get to use it in-game?

Subject: How do I make projectiles.
Posted by blackhand456 on Sat, 22 Jan 2005 05:12:53 GMT
<>

Quote:Ot you can use RenegadeEX or XCCmixer and extract the textures from the always.dat and edit the colors to what you want and make a new one. You can do it how oblivion said.

Use RenegadeExm if you need a copy of it just let me know i have it on my computer, since its freeware its not illegal, so yeah definately use RenegadeEx, i dunno theres just something i dun like about XCC

Subject: How do I make projectiles.
Posted by icedog90 on Sat, 22 Jan 2005 09:26:56 GMT
<>

Is it possible to make the laser beams not be a looong stretch? For example, making them behave like the ones in Star Wars.

Subject: How do I make projectiles.
Posted by jonwil on Sat, 22 Jan 2005 09:31:13 GMT
<>

Personally I hate RenegadeEx.
I prefer XCC because it does so much stuff.

Subject: How do I make projectiles.
Posted by Spice on Sat, 22 Jan 2005 09:33:32 GMT
<>

RenegadeEX preserves alpha channels. It's much better than going back and doing them again in photoshop,

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Subject: How do I make projectiles.
Posted by Naamloos on Sat, 22 Jan 2005 10:15:44 GMT
<>

I have no problems with XCC since i don't do photo shop st00f.

I remember i made the Nod turret shoot a huge "ball" once... :lookround:

Subject: How do I make projectiles.
Posted by RetrocideX on Sat, 22 Jan 2005 12:44:21 GMT
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Well uh ok, but again. Just how do I get vehicles working ingame?

Subject: How do I make projectiles.
Posted by danpaul88 on Sun, 23 Jan 2005 22:56:15 GMT
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well, once u exported it from renx, u add the w3d to ur mod directory with any texture files it uses. then open level editor, and choose a similar tank, such as a medium tank, from objects, vehicle. click on the tank (eg CnC_GDI_Medium_Tank and click temp to copy it. Then edit this to use your w3d file, and change the settings for what weapon it uses (Note that you have to set the weapon up in level editor to use a custom one, to test ur vechicle just use a close match from ren). Then add it to your purchase settings for the team that will use it, make a simple level with PT's and a wf/strip or spawn for the vehicle, export and test.

Subject: How do I make projectiles.
Posted by glyde51 on Sun, 23 Jan 2005 23:08:20 GMT
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Renegade Ex
http://trielite.afraid.org/download/pafiledb.php?action=download&id=37

XCC Extractor
http://trielite.afraid.org/download/pafiledb.php?action=download&id=40

Just to have those out >_>