Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by Renardin6 on Fri, 06 May 2005 23:28:20 GMT
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Thanks to E!

The deploy script is perfect.

This shows the juggernaut in-game.

No more exit of vehicle, you deploy by pressing Q.

The animations were done by E! for the test, Permagrin will make better ones. He already did but we need to change some stuff to use this script.

The juggy uses mammoth setting for the shooting, it will be changed of course. The recoil will be also turned to 0, but as said this was only a test of the script. The size of the juggy isn't the good one. It will be bigger.

Here is the video :

http://www.cncreborn.iconique.net/team/renardin/juggtest.zip

You can also see some pics on our moddb gallery (http://mods.moddb.com/gallery/631/). And some nice new renders of Umagon and her rifle and the attack cycle.

That's all folks!

(hey almost forgot to say it : walkers doesn't walk when not moving. see that aswell on the video)

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by Oblivion165 on Sat, 07 May 2005 01:18:23 GMT
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Right nice. I think the game will turn out pretty good.

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by Renardin6 on Sat, 07 May 2005 10:53:29 GMT
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Thank you. For the first time, people can't say bullshits... I think that's because of the video.

Subject: CNC REBORN: Deploy script (perfect+proof on video)

Posted by bandie63 on Sat, 07 May 2005 11:48:31 GMT
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one thing... I have my keyboard remapped, so Q is team chat... will this make a difference? If so, where can I remap the deploy key?

But great work on the video!

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by SuperFlyingEngi on Sat, 07 May 2005 13:40:15 GMT
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That's really slick.

Have an ETA for the mod release, or is that a bit too much of a loaded question?

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by pulverizer on Sat, 07 May 2005 16:40:12 GMT
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Looks damn good!

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by glyde51 on Sat, 07 May 2005 16:59:11 GMT
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Renardin, I think that we must all agree, the textures may not be the best () but the work and effort going into Reborn is simply amazing.

I remember using the first, old copy of Reborn. I loved the units of the game, the buildings, and the concept. Found a bug here or there, but hey, it was great.

Reborn is starting to look like the star player of mods on Renegade (besides SWMOD which I am waiting for...) because it's team is dedicated. The models are great, the game is getting advanced, and, just maybe, the gameplay can surpass what anyone has expected.

Nice work.

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by Havoc 89 on Sat, 07 May 2005 17:12:42 GMT
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Pretty good. Altho you could fix up the walking animation. aswell as the deploying animation. If you've watched the video of it deploying, you'll notice that both it's legs are in a straight line, your's however, looks like as if one leg is far back while the other is far up, and in a wierd way deploys. if that were the case, than chances are the juggy would tip over and fall. Your walking animation looks really wierd in my opinion. It again looks like the driver doesnt know how to operate the mech properly, and that it could fall apart any second. Just fix the animation and it should look much more professional.

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by Oblivion165 on Sat, 07 May 2005 17:43:29 GMT
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Renardin6Thank you. For the first time, people can't say bullshits... I think that's because of the video.

Oh ive always supported reborn.

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by Sir Kane on Sat, 07 May 2005 18:24:05 GMT
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Hi.

Subject: Re: CNC REBORN: Deploy script (perfect+proof on video)
Posted by Dan on Sat, 07 May 2005 18:28:11 GMT
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Renardin6The recoil will be also turned to 0, but as said this was only a test of the script.

Although the textures in Reborn may not be the greatest, if the team puts a lot of work into the gameplay, then it should still play well. Lets just hope there arent as many bugs

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Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by PermaGrin on Sat, 07 May 2005 20:19:40 GMT
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Havoc 89Pretty good. Altho you could fix up the walking animation. aswell as the deploying animation. If you've watched the video of it deploying, you'll notice that both it's legs are in a straight line, your's however, looks like as if one leg is far back while the other is far up, and in a wierd way deploys. if that were the case, than chances are the juggy would tip over and fall. Your

---

walking animation looks really wierd in my opinion. It again looks like the driver doesnt know how to operate the mech properly, and that it could fall apart any second. Just fix the animation and it should look much more professional.

Renardin6The animations were done by E! for the test, Permagrin will make better ones. He already did but we need to change some stuff to use this script.

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by Hav0c on Sat, 07 May 2005 20:26:43 GMT
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Heh. I was just about to post the same thing

Nice Work

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by Renardin6 on Sat, 07 May 2005 20:39:57 GMT
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bandie63one thing... I have my keyboard remapped, so Q is team chat... will this make a difference? If so, where can I remap the deploy key?

But great work on the video!

It uses a new file named key.cfg

There you can setup the keyboard at your own style.

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by Spice on Sat, 07 May 2005 23:54:37 GMT
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Silent KaneHi.

Hi2u2

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by Dishman on Sun, 08 May 2005 02:25:25 GMT
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that's fuckin' cool.

---

about the jugg though, you should match the leg animation when it's walking with the speed, so it doesn't look like an animation sliding over ice (i.e., so the planted foot doesn't slide across the ground even when the other leg is lifting up to walk.). Hopefully that made sense, cuz it didn't to me.

anyway, nice work.

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by RTsa on Sun, 08 May 2005 10:36:35 GMT
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Wow! Very nice!
Keep up the good work everyone!
I agree the walking animation looked weird, but it's not the final one so I hope the one you've got is better.
Again, very cool...

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by Renardin6 on Sun, 08 May 2005 10:42:36 GMT
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Dishmanthat's fuckin' cool.

about the jugg though, you should match the leg animation when it's walking with the speed, so it doesn't look like an animation sliding over ice (i.e., so the planted foot doesn't slide across the ground even when the other leg is lifting up to walk.). Hopefully that made sense, cuz it didn't to me.

anyway, nice work.

Was a quick test as said, it uses mammoth settings (the one of renegade)

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by Jecht on Sun, 08 May 2005 12:56:03 GMT
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i like it, gj Reborn Team.

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by jd422032101 on Sun, 08 May 2005 17:52:15 GMT
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good job.

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by sniper12345 on Tue, 10 May 2005 10:07:44 GMT
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EXdeath7Silent KaneHi.

Hi2u2

omghi!!!asl?

Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by Renardin6 on Wed, 11 May 2005 18:49:46 GMT
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I will try to get new animation on video soon.