Subject: Renegade called...
Posted by Spice on Mon, 30 Jan 2006 14:56:53 GMT

He wants the old models back.....

I fixed up the model, It was a mess. I addded actual wheels. I need to add the nod logo and UVW map the treads.

File Attachments
1) Nod Light Tank.jpg, downloaded 1831 times

Subject: Re: Renegade called...
Posted by Spice on Mon, 30 Jan 2006 15:39:06 GMT

Finished with the MAX portion of this project. I UVW mapped the treads, still no logo, I'll add that in gmax. I'm not quite sure how to get alpha channeled textures to display in a render.

Someone could probably make a wallpaper out of this if they wanted. I don't like the render all too much.

File Attachments
1) Nod Light Tank.jpg, downloaded 1878 times

Subject: Re: Renegade called...
Posted by rm5248 on Mon, 30 Jan 2006 16:27:32 GMT
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That's a nice looking tank. Was that from a beta version or something?

Subject: Re: Renegade called...
Posted by Oblivion165 on Mon, 30 Jan 2006 16:37:41 GMT
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I hate the sight tab on the end of the barrel, All versions of it, not that you did it wrong or
something.

Subject: Re: Renegade called...
Posted by JeepRubi on Mon, 30 Jan 2006 16:46:45 GMT
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I love it. Is it boned?

Subject: Re: Renegade called...
Posted by Spice on Mon, 30 Jan 2006 16:49:07 GMT
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Working on that now.

Subject: Re: Renegade called...
Posted by WNxCABAL on Mon, 30 Jan 2006 17:01:57 GMT
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Looking good Ex!

Subject: Re: Renegade called...
Posted by gendres on Mon, 30 Jan 2006 17:40:41 GMT
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ooh that's nice

Subject: Re: Renegade called...
Posted by Spice on Mon, 30 Jan 2006 18:23:16 GMT
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I just noticed the front bumper has not texture on the renders. I noticed it in-game and fixed it. I
will draw up another render in a second. I'm almost finished, I have the presets done, the firing

sound added in courtesy on pendullum and everything seems to be working fine.

I added a lot of polygons to the treads, it makes them look great when you're going over terrain.

I still need to add the damn logo, aswell as size up the bounding box, I made it a bit too small.

File Attachments
1) Testing01.jpg, downloaded 1683 times

Exdeath

Credits: 2091
Time Remainin
S
300
300

2) Testing02.jpg, downloaded 1566 times

Credits: 2139

Time Remainin

Exdeath

Light Tank

N

100
100

3) Testing03.jpg, downloaded 1591 times

SE

100
100

Exdeath

⊘ Light Tan

Credits: 2167
Time Remainin

Subject: Re: Renegade called...
Posted by tooncy on Mon, 30 Jan 2006 21:32:18 GMT
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Sexy. Now you need to fix up the other vehicles .

Subject: Re: Renegade called...
Posted by icedog90 on Mon, 30 Jan 2006 21:46:44 GMT
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That is awesome...

Subject: Re: Renegade called...
Posted by Spice on Mon, 30 Jan 2006 21:49:06 GMT
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Yeap, those are next on my list.

Anyhow, I'm first with the first vehicle. I included the files below. The tank has the whole nine yards, Damaged emitters, own LE presets, temps file giving easy access for mappers and much more!

More Screenshots attached below!

Edit:
As soon as I get this thing uploaded, I will post the file.

File Attachments
1) Nod Light Tank.jpg, downloaded 1550 times

2) E3 Tank Final.jpg, downloaded 1522 times

EVA

+200
100

3) ScreenShot08.jpg, downloaded 447 times

Exdeath

N

EVA
+300
300

Credits: 1411
Time Remainin

4) ScreenShot09.jpg, downloaded 432 times

SW

EVA

+300
300

5) ScreenShot11.jpg, downloaded 449 times

040

Exdeath

NE

040

Credits: 1543
Time Remainin

6) ScreenShot12.jpg, downloaded 462 times

Credits: 1307

Time Remainin

S

EVA

+200

7) ScreenShot13.jpg, downloaded 444 times

Exdeath

SW

200

Credits: 1317
Time Remainir

Subject: Re: Renegade called...
Posted by JRPereira on Mon, 30 Jan 2006 21:53:27 GMT
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Fantastic looking tank - but should the tab at the end be so large?

Subject: Re: Renegade called...
Posted by Spice on Mon, 30 Jan 2006 21:57:05 GMT
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Yeah, I didn't make the model, I just altered it slightly and set it up in-game.

This was an older light tank model from 2001 that westwood studios made.

Subject: Re: Renegade called...
Posted by Mighty BOB! on Mon, 30 Jan 2006 22:08:12 GMT
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I love you.

Subject: Re: Renegade called...
Posted by Spice on Tue, 31 Jan 2006 01:36:53 GMT
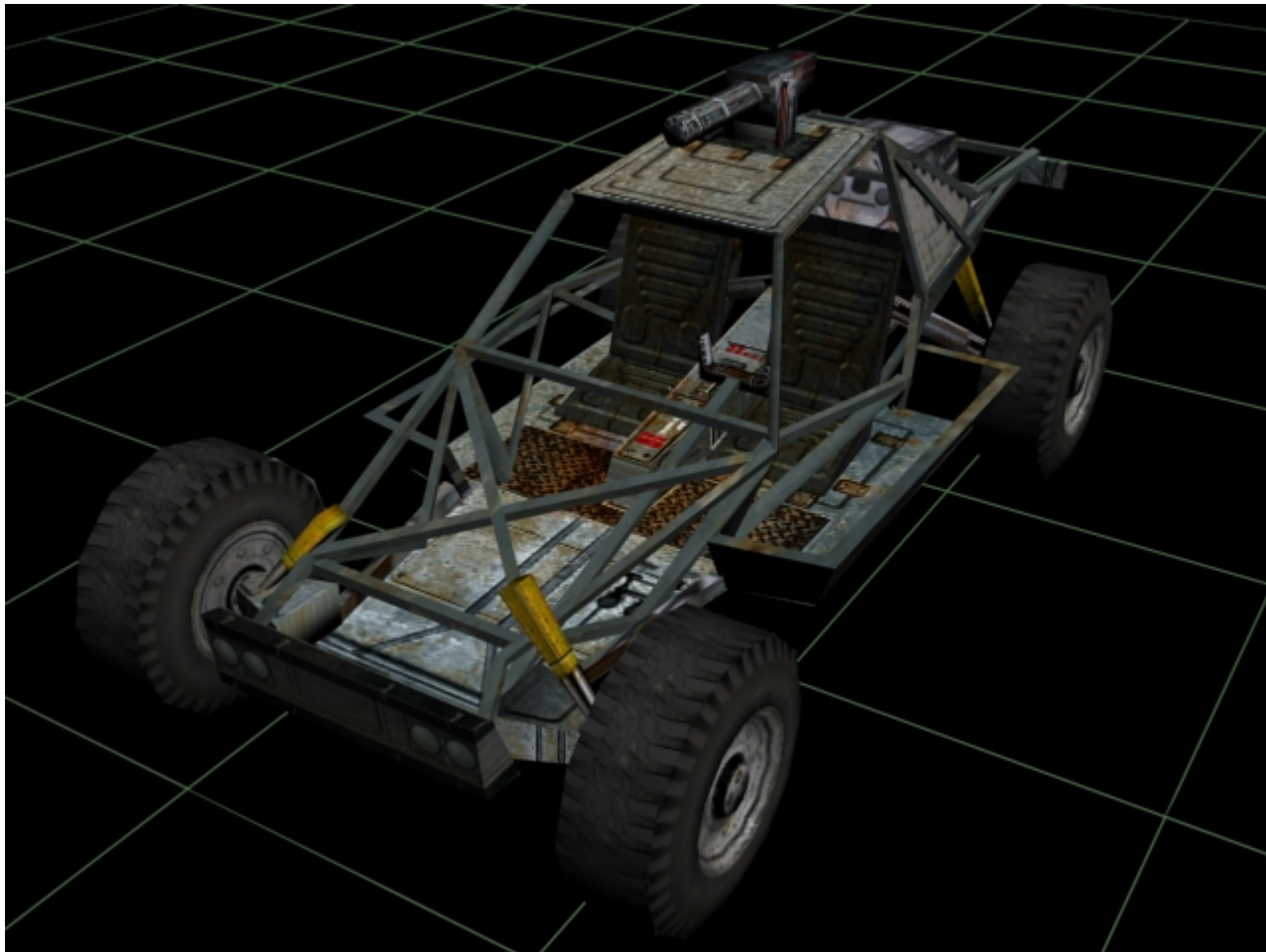View Forum Message <> Reply to Message

fucking bumper is still black, I thought I fixed that. It really doesn't matter though, It's not like that in-game as you can see.

Subject: Re: Renegade called...
Posted by Spice on Tue, 31 Jan 2006 02:00:24 GMT
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Comming soon to a map near you!

File Attachments
1) Nod_Buggy.jpg, downloaded 742 times

Subject: Re: Renegade called...
Posted by JeepRubi on Tue, 31 Jan 2006 02:03:30 GMT
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Wasnt that set up in sole survivour?

Subject: Re: Renegade called...
Posted by Spice on Tue, 31 Jan 2006 02:22:37 GMT
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They had their own model.

Subject: Re: Renegade called...
Posted by idebo on Tue, 31 Jan 2006 08:32:33 GMT
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I remember Project Luukos with that buggy... and it worked.

Subject: Re: Renegade called...
Posted by m1a1_abrams on Tue, 31 Jan 2006 11:16:47 GMT
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Looks great with the new treads

Nobody has mentioned this yet so I will. Wouldn't it be awesome if all the old models could eventually be put into a map as the default vehicles? Then everyone could see what Renegade would have been like before EA fiddled with the designs. A map like the one Titan just made would be great for that.

Subject: Re: Renegade called...
Posted by BlazeDragoon on Tue, 31 Jan 2006 17:14:56 GMT
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VERY NICE,wish I could model like that   .Also if/when you upload the model/other files,mind If I upload it to my site for download as well?Like I said in another thread I'm trying to find a bunch of stuff for the downloads section of my site and kinda have a Renegade db:P.

Subject: Re: Renegade called...
Posted by dsi1 on Wed, 01 Feb 2006 04:14:50 GMT
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So is this going to be a skin pack or a mod?(sorry if that was a dumb question)

If its a mod are you or someone going to redo every official(maybe some unofficial) map and add the new(old?) vehicles?

Subject: Re: Renegade called...
Posted by PaRaDoX on Wed, 01 Feb 2006 04:33:45 GMT
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m1a1_abrams wrote on Tue, 31 January 2006 06:16Looks great with the new treads

Nobody has mentioned this yet so I will. Wouldn't it be awesome if all the old models could eventually be put into a map as the default vehicles? Then everyone could see what Renegade would have been like before EA fiddled with the designs. A map like the one Titan just made would be great for that.
there is no way renegade can be fixed.... they messed it up WAY to much

Subject: Re: Renegade called...
Posted by Mighty BOB! on Wed, 01 Feb 2006 04:43:04 GMT
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@ dsi1: No he's just fixing up the old beta models for mappers to use in maps, it isn't a full-blown mod.. (..yet.. *crosses fingers*)

@ PaRaDoX: Well they (meaning a team who wants to fix Renegade up) could at least change all of the models to make it look like TD even if it still retained Renegade-ish gameplay. But seeing what APB & Reborn & Sole-Survivor have been able to do to Renegade I'm sure they could come close to Renegade's original intention.

Subject: Re: Renegade called...
Posted by PaRaDoX on Wed, 01 Feb 2006 04:54:29 GMT
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theres a video of the nod buggy, i don't know where but its awesome.
you should post it bob the one with the transitions and "believable" driveing setup

Subject: Re: Renegade called...
Posted by Spice on Wed, 01 Feb 2006 05:09:50 GMT
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I was working on the nod buggy all day, aswell as working with those animations. Hopfull I'll have something neat to show soon.

Keep in mind, I'm making notes on all of this so the public can learn aswell. They will be released with the vehicles.

Subject: Re: Renegade called...
Posted by gendres on Wed, 01 Feb 2006 05:16:23 GMT
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keep up the good work!

Subject: Re: Renegade called...
Posted by PaRaDoX on Wed, 01 Feb 2006 05:18:15 GMT
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EXdeath7 wrote on Wed, 01 February 2006 00:09I was working on the nod buggy all day, aswell as working with those animations. Hopfull I'll have something neat to show soon.

Keep in mind, I'm making notes on all of this so the public can learn aswell. They will be released with the vehicles.
can you add this to the one you are going to make for my site (if it works) o_O

Subject: Re: Renegade called...
Posted by PaRaDoX on Wed, 01 Feb 2006 07:30:35 GMT
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 http://www.cnc-source.com/files/pafiledb.php?action=category &id=92
go down and look at the E3 videos.... Way before EA made it "Good"

Subject: Re: Renegade called...
Posted by rm5248 on Wed, 01 Feb 2006 23:25:01 GMT
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PaRaDoX wrote on Wed, 01 February 2006 01:30
http://www.cnc-source.com/files/pafiledb.php?action=category &id=92
go down and look at the E3 videos.... Way before EA made it "Good"

Holy shit!

This is one of those rare instances in which the beta is better than the actual game.

Subject: Re: Renegade called...
Posted by Renardin6 on Thu, 02 Feb 2006 12:18:39 GMT
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I wouldn't say that. Even if the models of the old beta are more accurate, they are poor in quality. The textures if you look at those suck at high level and if you look at the buggy in details, you can see how poor the texture are.

On the video with the Buggy ride, if you could see it in high quality, you would realize how much it sucks.

The new Renegade isn't good either, the textures for almost all vehicle are very bad. (GDI apc is the UGLIEST one I think.)

The top looks like it is painted in MS Paint.
The only good textures of Renegade are the textures of TAS.

Renegade was rushed for old and new version. The result is bad but the gameplay is still awesome. Now if the team behind the CP1 wants to improve vehicles and buildings with new one, I say go for it (I might help on textures.)

Subject: Re: Renegade called...
Posted by Mighty BOB! on Tue, 07 Feb 2006 04:21:51 GMT
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They want everyone to be able to play it (CP1 & non CP1 people on the same server [which sucks with a few of the changes like the non-CP1 users can see CP1 people who have picked up a stealth crate]). It should be mandatory for people to have the CP on servers that run it. Especially if they'd doing model replacements.

Subject: Re: Renegade called...
Posted by Titan1x77 on Tue, 07 Feb 2006 06:39:05 GMT
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the stealth crate isnbt part of the cp1 or 2....thats part of the SSAOW ....bedsides the stealth crate is horrible. When I get out of my tan kto repair on nod, i shouldnt have to worry about Stealth gdi soilders.

on a related note....there is a way to force people to upgrade there bhs.dll for certain maps(that use stealth or any other client needed scripts) by sending a message to the server upon loading a map that the client needs scripts.dll and bhs.dll

Subject: Re: Renegade called...
Posted by Goztow on Tue, 07 Feb 2006 07:29:33 GMT
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Titan1x77 wrote on Tue, 07 February 2006 01:39the stealth crate isnbt part of the cp1 or 2....thats part of the SSAOW ....bedsides the stealth crate is horrible. When I get out of my tan kto repair on nod, i shouldnt have to worry about Stealth gdi soilders.

on a related note....there is a way to force people to upgrade there bhs.dll for certain maps(that use stealth or any other client needed scripts) by sending a message to the server upon loading a map that the client needs scripts.dll and bhs.dll
The whole concept of these crates is ridiculous but that would be for another topic.

It's a correct decision to make sure everyone (also non-cp1 users) can play on cp1 servers for the simple reason that far more people than you think don't have cp1.

Subject: Re: Renegade called...
Posted by AADude7 on Tue, 07 Feb 2006 19:50:42 GMT
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The texture of the old light tank is awesome Ex

Too bad EA & Westwood didnt release the old and the new Renegade.

Subject: Re: Renegade called...
Posted by Ma1kel on Tue, 07 Feb 2006 20:01:23 GMT
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Goztow wrote on Tue, 07 February 2006 02:29Titan1x77 wrote on Tue, 07 February 2006 01:39the stealth crate isnbt part of the cp1 or 2....thats part of the SSAOW ....bedsides the stealth crate is horrible. When I get out of my tan kto repair on nod, i shouldnt have to worry about Stealth gdi soilders.

on a related note....there is a way to force people to upgrade there bhs.dll for certain maps(that use stealth or any other client needed scripts) by sending a message to the server upon loading a map that the client needs scripts.dll and bhs.dll
The whole concept of these crates is ridiculous but that would be for another topic.

It's a correct decision to make sure everyone (also non-cp1 users) can play on cp1 servers for the simple reason that far more people than you think don't have cp1.
AS CP1 is a package of files, you will not need to have CP1 to have CP1. Must people think having "CP1" is having updated scripts.dll and BHS.dll. And Titan is right about that, the server could ask the client which scripts version he has and if he doesn't have that version the server could be auto-set to kick him.

Subject: Re: Renegade called...
Posted by Alexraptor on Sat, 03 Jun 2006 09:22:34 GMT
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so what happened did exdeath ever release the fixed up light tank?

Subject: Re: Renegade called...
Posted by EatMyCar on Sat, 03 Jun 2006 11:50:12 GMT
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By Kane. bump from the past. But yes, Exdeath, release the light tank for use in renegade! Not for maps, but to replace the one ingame!

Subject: Re: Renegade called...
Posted by OWA on Sat, 03 Jun 2006 17:03:21 GMT
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Cant wait for you to fix up the other beta vehicles Ex. Good job

Subject: Re: Renegade called...
Posted by JeepRubi on Sat, 03 Jun 2006 19:50:02 GMT
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EatMyCar wrote on Sat, 03 June 2006 06:50By Kane. bump from the past. But yes, Exdeath, release the light tank for use in renegade! Not for maps, but to replace the one ingame!

Link?

Subject: Re: Renegade called...
Posted by Mighty BOB! on Sat, 03 Jun 2006 23:21:48 GMT
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No he never released it and he probably didn't even start on the other vehicles.

Subject: Re: Renegade called...
Posted by EatMyCar on Sun, 04 Jun 2006 02:33:19 GMT
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The model is in the WW model pack released by Kearns. The unrepaired version...'course. Jeep, didnt you finish the Dumvee?

Subject: Re: Renegade called...
Posted by Daze on Mon, 05 Jun 2006 06:24:08 GMT
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Mighty BOB! wrote on Sat, 03 June 2006 19:21No he never released it and he probably didn't even start on the other vehicles.

Yeah, that sounds like him... not finishing his projects. *thinks about the medium tank replacement*.

Subject: Re: Renegade called...
Posted by Alexraptor on Wed, 07 Jun 2006 20:01:41 GMT
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was he going to just make a Light tank replacement or get all the models fully working? like the 99% accurate Nod flame tank and Nod Buggy as well as the Orca with animated fans?

Subject: Re: Renegade called...
Posted by EatMyCar on Wed, 07 Jun 2006 20:25:28 GMT
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Probably. Something that never came to be. Ugh. EXdeath, WHEREFORTH ART THOU!?

Subject: Re: Renegade called...
Posted by Alexraptor on Wed, 07 Jun 2006 20:35:34 GMT
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after watching all the old pre-release vids, I want the old Renegade vehicles!

Subject: Re: Renegade called...
Posted by EatMyCar on Wed, 07 Jun 2006 20:44:08 GMT
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Well, so do I, jim. So do I...But getting the old Renegade characters, well, some of them, is a little easier. I have the old Flametroop, needs to be converted to .DDS, but, its him. Sakura can be redone, her old skin's in ren, Logan can replace havoc, probably. The old Nod Minigunner/MG Officer still are in the files. Techy's from beta ren.

Subject: Re: Renegade called...
Posted by Alexraptor on Wed, 07 Jun 2006 20:58:50 GMT
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any screenies of the old Flamer and Sakura?

Subject: Re: Renegade called...
Posted by CodedRiceCracker on Mon, 28 Aug 2006 15:36:00 GMT
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I felt like dragging this dusty topic out of the renegadeforum basement.
I really like the looks of those pre-release tanks, and it surprises me that shiny goodness like this still aint used in all kinds of maps.

Im no modeller myself, so me, togethether with others will have to wait for the generousity of people that can and want to contribute something to the community.

Enough blabla, im just curious what the progress on this is.

Subject: Re: Renegade called...
Posted by LR01 on Mon, 28 Aug 2006 15:56:23 GMT
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Yes, me to, its looks like it death
many renegade modders are gone(I think) there are new modders to but the old projects are gone
(I guess)

Subject: Re: Renegade called...
Posted by [NE]Fobby[GEN] on Mon, 28 Aug 2006 16:11:39 GMT
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Exdeath is still around, but he's busy with CnC Reborn.

Subject: Re: Renegade called...
Posted by LR01 on Mon, 28 Aug 2006 16:23:05 GMT
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Yes, of course, but where are those models?

Subject: Re: Renegade called...
Posted by PaRaDoX on Wed, 30 Aug 2006 13:50:52 GMT
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www.cnc-source.com

Subject: Re: Renegade called...
Posted by Spice on Thu, 31 Aug 2006 07:37:08 GMT
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Quite a few months too late...

Subject: Re: Renegade called...
Posted by Oblivion165 on Thu, 31 Aug 2006 11:12:14 GMT
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I cannot believe this lost out to what we have now:

File Attachments

1) `flamer.jpg`, downloaded 549 times

whow! that flamer is awsome

Subject: Re: Renegade called...
Posted by dead6re on Thu, 31 Aug 2006 13:32:11 GMT
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I think its ugly :/

Subject: Re: Renegade called...
Posted by LR01 on Thu, 31 Aug 2006 15:09:13 GMT
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Hold on, do you know C&C_Snowfight2004.mix (or something?)

because those models are in that map!

Subject: Re: Renegade called...
Posted by CodedRiceCracker on Fri, 01 Sep 2006 10:54:31 GMT
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not all of the beta models... just the flamer and attack bike.
wich unfinished models did ww release in the first place, i lost the folder with the unfinished
models they released.

Subject: Re: Renegade called...
Posted by LR01 on Fri, 01 Sep 2006 15:03:28 GMT
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uhm...

Sole Survivior?

Subject: Re: Renegade called...
Posted by [NE]Fobby[GEN] on Fri, 01 Sep 2006 17:08:21 GMT
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dead6re wrote on Thu, 31 August 2006 09:32I think its ugly :/

Subject: Re: Renegade called...
Posted by LR01 on Fri, 01 Sep 2006 17:14:12 GMT
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Well the flamer is positive and negative thing

a positive thing, the glass where this driver supposed to sit in

a negative thing, the texture is

Subject: Re: Renegade called...
Posted by CodedRiceCracker on Fri, 01 Sep 2006 17:49:38 GMT
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i checked out sole survivor, but every model in that mod is homemade. The dune buggy resembles the westwood one a bit, but it aint him.

I find everything sexy about the old westwood models. Even the fact that the fuel tanks make the tank a bit back heavy: Makes it more easy to do a wheelie with it.

Subject: Re: Renegade called...
Posted by icedog90 on Fri, 01 Sep 2006 19:52:20 GMT
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I always wanted to finish this one map I started and implement those models. Unfortunately I suck and never got to it.