Subject: quick question
Posted by Anonymous on Sat, 07 Dec 2002 10:48:00 GMT
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im trying to skin the hud in renegade but whenever i save as a .dds file with noalpha checked it doesnt work, any help, im not a newbie at this just havent skinned for a long time

Subject: quick question
Posted by Anonymous on Sat, 07 Dec 2002 11:00:00 GMT
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nm, i found out, for anyone also having this problem select interpolated alpha

Subject: quick question
Posted by Anonymous on Sat, 07 Dec 2002 13:08:00 GMT
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http://www.unwrap3d.com/features.html
<---features[URL=http://www.unwrap3d.com/formats.html]http://www.unwrap3d.com/formats.html[/ URL] <---formats supportedIt's shareware and it supports a multitude of 3D formats.you can get the free versioncannot save or export models to see how it works.......the full version costs $29.00 US havent registered it yetLooks like it works pretty good to me.If you want to be able to modify,improve upon,or just retexture westwoods models this program is going to be a must.I'm tired of waiting for something that will never comedue to paranoia and distrust of the modding community in generalso i have decided to pay my 29 dollars and get to some productive work.I really hate it when somebody holds something over me and teases me with that all too familiar "i got something you dont have" attitude.This community is going to hell in a hand basket because of smugness,overbearing egos,and the lack of cooperation or understanding that it used to have a year ago.Have you ever sourced the net looking for an importer and stumbled on whole modding communitys trash talking Renegade?I have......and to be truthfull....It makes me sick!   I'd rather pay $29 dollars than kiss peoples arses to get what i need to make my mod or map better.I am not any better than anyone in this community...from the N00biest of N00bies to Greg hjelstrom and Chris Rubyor...we are all the same......the more you shun the new people in the community the more likely they will flip you the bird and move on to something else less offensive or degrading.Times are a-changing boys.....When the U.S. army can put a game out for free that rivals most FPS games out there strategy wise and in realism you can be sure that not too far behind them is a modding community just chomping at the bit to get ahold of the game and make their own version of it.WISE UP PEOPLE!!!!GET WITH THE PROGRAM OR FALL TO THE WAYSIDE!It's not about who's 3d model is whos and who gets credit for what!It's about sharing the resources to better the community and make it grow!If you're that worried about your dam models then incorporate a way to digitaly sign them so that your artwork is identifyable in some way!Do you guys actually think that your models are safe from being plagerized?????If you do then you need to start thinking outside of your little box that you have around you cause in the real world......It happens all the time.How many people do you think actually buy and register software or applications in europe,asia,or the middle east?A lot less than you'd think.Get over it and quit

acting like you are getting payed for the work you are doing......you arent getting payed......you are in school.....learning how to work a basic 3D modeling program that doesnt even come close to the industry standards of today!This community needs to take a long look at its self and make a choice.....keep going down the road that it is going........or find a way to bring back C&C fans and modders that are falling off at an alarming rate.Eric. [December 07, 2002, 13:09: Message edited by: SGT.May]

Subject: quick question
Posted by Anonymous on Sat, 07 Dec 2002 13:16:00 GMT
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In other words, you care not if you take others' models, and if they object, you'll tell them where to go.If you think my attitude or anyone else's is bad, look at yours. Use of a program, even if you paid for it, doesn't mean you have full rights to sit there and steal work from others, even Westwood themselves. I don't care if the entire world did something, does that make it correct or just? A mentality like that is sickening. Think for yourself and don't depend on the tired mantra of "Well everyone else does it, that means I can too!"Remember that when people take your maps and call them their own. I'm sure you'll be one of the first whining about it.As I've said before... You steal anything of mine and use it in your maps without my permission and you'll have hell to pay. I have no qualms with dragging my name through the mud to take your (You in general.) punk-ass down. I'm sure I've demonstrated that plenty of times.

Subject: quick question
Posted by Anonymous on Sat, 07 Dec 2002 13:21:00 GMT
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Read Westwood's EULA, that program is in DIRECT violation of it AND Discreet's Gmax program.Happy hunting with it, just don't use any that you get with that, because it CLEARLY states that you may NOT make a .exe to extract/view/import/export .gmax and .w3d files, but you MAY use Max scripting, Abjab and myself have gotten approval on the importer, this individual did NOT.So use what you will, either be patient like everyone else is, and wait for a full working legal plugin for RenX, or get the $29 illegal version, the choice is yours, as far as holding it over you head... i have done NO such thing.

Subject: quick question
Posted by Anonymous on Sat, 07 Dec 2002 14:06:00 GMT
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There's always going to be a way for people to "leech" the work of others. No binary format is totally secure.To my mind, a better way to work is to release the components of your own work, under the proviso that you are credited for doing so. This will have the effect of stopping the leeches (for the most part - some people will always be scum) and it'll help prolong the life of Renegade modding.

Subject: quick question
Posted by Anonymous on Sat, 07 Dec 2002 14:14:00 GMT
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quote:Originally posted by SGT.May:I'd rather pay $29 dollars than kiss peoples arses to get what i need to make my mod or map better.Ya me too, I aint kissin nobodys arse, but be careful. Dunno how many of these words being thrown at you by Dante & ack are true but I would look at it like this.Westwood will sue and 0wn in real time. E-mail greg. If he doesn't reply let me know. we'll fill em up.   Btw Eric. Your new map inspired me to create my lil sniper tree yesterday. I uploaded it to Dantes ModX if you want it, I don't need to be credited for it but would love to see it in there.

Subject: quick question
Posted by Anonymous on Sat, 07 Dec 2002 14:25:00 GMT
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i never denied ANYONE on this forum anything, it may take me a while, or I AM NOT IN CHARGE OF THE BETA SO QUIT ASKING ME FOR IT, would be the only reason i would say later or ask the person in charge of handing it out... it is unreliable, i know how to fix the errors, redo everything that is not as of yet scripted, THAT is why i have it and i have a full working version alone, because of the complexity of the file format, you don't want all these half assed different versions showing up everywhere.if you wanted a model, all you had to do was ask...

Subject: quick question
Posted by Anonymous on Sat, 07 Dec 2002 15:13:00 GMT
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Noooo! now everyone is going get that and get a cracked version and steal models and ruining our hard work, Thanks a lot. I never wanted to see that link go anywhere near public as it is.

Subject: quick question
Posted by Anonymous on Sat, 07 Dec 2002 15:17:00 GMT
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Haha, this won't be a problem. This program has severe problems. Bone management doesn't work correctly. It doesn't import meshes correctly, especially if there is some sort of heirarchy. These two things alone make it impossible to import most of the w3d's that are currently available. I've known about this program for a while, but due to its ineffectiveness decided not to post anything.

Subject: quick question
Posted by Anonymous on Sat, 07 Dec 2002 15:22:00 GMT
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quote:Originally posted by Bumpaneer:Haha, this won't be a problem. This program has severe problems. Bone management doesn't work correctly. It doesn't import meshes correctly, especially if there is some sort of heirarchy. These two things alone make it impossible to import most of the w3d's that are currently available. I've known about this program for a while, but due to its ineffectiveness decided not to post anything.OHHH!! thank god, I know theres another one Arajbs or what ever but selected only people can use it, Which is a great idea.

Subject: quick question
Posted by Anonymous on Sat, 07 Dec 2002 19:43:00 GMT
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no it is selected ONLY because it is beta, once it is final, it will be released...

Subject: quick question
Posted by Anonymous on Sat, 07 Dec 2002 19:56:00 GMT
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Is there any way of protecting peoples work? Or shall we hop for the best

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Subject: quick question
Posted by Anonymous on Sat, 07 Dec 2002 21:27:00 GMT
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....and people wonder why the community is burning up. Come on guys! Stick together! No need to make a big argument out of one simple thing. If you dont want your model being used in a map, dont give it out. The only people getting stolen from is Westwood, i dont see any of ACK's models in commando? Unless you downloaded them, in which case, that might be stealing. Personally, i dont care, id actully be happy if i saw one of MY models in another map, make me feel admired. But comeon! Share your model or not, no need to become hostile, we save the hostility for other communities   . Pull it together or this ship's goin down...

Subject: quick question
Posted by Anonymous on Sat, 07 Dec 2002 21:50:00 GMT
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This ship isn't going anywhere.

Subject: quick question
Posted by Anonymous on Sun, 08 Dec 2002 09:43:00 GMT
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quote:Originally posted by Blazer: quote:Originally posted by greenhaze2003:Is there any way of protecting peoples work? Or shall we hop for the bestThe importer Abjab is working on has an option to digitally lock a model from being imported. So if you have something that you really want to protect, you can lock it from being imported.Sweet.

Subject: quick question
Posted by Anonymous on Sun, 08 Dec 2002 10:16:00 GMT
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quote:Originally posted by Blazer: quote:Originally posted by greenhaze2003:Is there any way of protecting peoples work? Or shall we hop for the bestThe importer Abjab is working on has an option to digitally lock a model from being imported. So if you have something that you really want to protect, you can lock it from being imported.so you just import it and then save it as a locked version???

Subject: quick question
Posted by Anonymous on Sun, 08 Dec 2002 12:12:00 GMT
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quote:Originally posted by greenhaze2003:Is there any way of protecting peoples work? Or shall we hop for the bestThe importer Abjab is working on has an option to digitally lock a model from being imported. So if you have something that you really want to protect, you can lock it from being imported.

Subject: quick question
Posted by Anonymous on Sun, 15 Dec 2002 00:33:00 GMT
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Hi...