
Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 03:59:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey guys, i want your suggestions here we've finally we finished the mammoth mk2 skin, here are 3 pics :<http://www.planetcnc.com/ammo/reborn/ScreenShot10mam.jpg><http://www.planetcnc.com/ammo/reborn/ScreenShot11.jpg><http://www.planetcnc.com/ammo/reborn/ScreenShot12.jpg> [January 10, 2003, 04:01: Message edited by: DarkOmen]

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 04:40:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does it walk? Or does it act like a wheeled vehicle and slide along?

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 05:34:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice but how could it get out the WF. And can you walk between the legs?

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 05:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks like you guys are gonna have to make a nice big TS WF

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 06:42:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks Cool, Ans of course it will walk. Im not in mod team but i can get things to walk.

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 07:31:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think it looks pretty nice, but could use a little more mechanical detail in the skinning. And it looks to have 3 weapons = the machine gun on the nose, the rail guns, and the rocket launchers. I

assume it will only have 2 weapons at the end, what 2 do you think it will be?for one thing, to remain awesome, it has to have the railguns!

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 08:38:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

4 weapon is makeable... th eprob is the limiot of muzzle bone we can use...

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 08:49:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah but, left mouse button for one, right button for another. it dont work right with 4 weapons. (Im not saying turrets, just different weapons)

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 09:02:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

the weapons are :primary : double - railgunsecondary : mammoth tusk rocketsarmor : 1200/1200

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 09:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmmm...Map full of stupid AI,Me in big Mam Mk.2Squish Squish SquishNodberry Jam!Tasty...

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 09:11:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

and yes, it can walk

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 10:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

jes it can walk, I saw that in there last in game movie.Only it was untextured...

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 11:48:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

...MMk2?In the other topic (ren general discussion), the name of it wasn't mentioned, I thought it was the E:B4D Minotaurus

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 13:16:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i am one of the person that knows how it walks. i have done it with my titan before. DO told me how to.but im not gonna tell ya how to if he doesnt want to tell anyone

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 13:26:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Woah, It's a big large

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 13:33:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

That looks SOOOOOOOOOOOOOOOO COOL! OMG that's probably the best MK2 that there will ever be!To cut down on polys, perhaps you could make the cylinder parts less "rounded". But despite that, great job!

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 13:40:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by aircraftkiller2001:You guys need to start doing better vehicles... Your polygon to texture ratio is really bad. Your textures should make up 50% of the vehicle detail... The polygons should not be the total representation of it! You're gonna kill FPS in-game if you don't start chopping off polygons and skinning the vehicles better.Just all IMO.hmm you dunno how much polys it has, it has 2000 polys, ok that's not really low poly, but i think that's the limit you can go to in renegade...all of the other vehicles are having 1000 polys to 1500 polys and not more...

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 13:46:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

The way it walks is a looping animation, in other words it will walk at the same speed no matter how fast it is moving, or isn't moving.

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 13:59:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

HOLY S****!! MUST DRIVE MAMMY MK 2... MUST!!!

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 14:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Havoc 89:i am one of the person that knows how it walks. i have done it with my titan before. DO told me how to.but im not gonna tell ya how to if he doesnt want to tell anyoneGH and several others also said how to, plus me. It's really simple. Little crummy but it works.

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 15:18:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice too bad there isnt a more efficient walking method

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Fri, 10 Jan 2003 18:33:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by NameHunter: quote:Originally posted by Havoc 89:i am one of the person that knows how it walks. i have done it with my titan before. DO told me how to.but im not gonna tell ya how to if he doesnt want to tell anyoneGH and several others also said how to, plus me. It's really simple. Little crummy but it works.yeah i know... if someone could make a script ofr walking animation to play only when the vehicle moves, than that would be cool.

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Sat, 11 Jan 2003 00:46:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

You guys need to start doing better vehicles... Your polygon to texture ratio is really bad. Your textures should make up 50\% of the vehicle detail... The polygons should not be the total representation of it! You're gonna kill FPS in-game if you don't start chopping off polygons and skinning the vehicles better. Just all IMO.

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Sat, 11 Jan 2003 00:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

That thing BIG. but its gotta be slow

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Sat, 11 Jan 2003 00:56:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Then what really slows down the game, textures or polygons.

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Sat, 11 Jan 2003 01:48:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I asked Jonathan Wilson before, but he said that scripts with animations changes are not possible.

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Sat, 11 Jan 2003 02:16:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why not? We can add new scripts, why can't we add new animations? Were are the animations defined?

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Sat, 11 Jan 2003 05:44:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

To the poster:I have drummed up some interest by posting this in the General Forums. If you are serious about this, make it. People want it.
http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic;f=1;t=029837 [January 11, 2003, 05:44: Message edited by: KIRBY098]

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Sat, 11 Jan 2003 06:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Of course they're serious about it, and of course they're going to release it, it's the Reborn mod...

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Sat, 11 Jan 2003 06:53:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

So when will they release the reborn mod?

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Sat, 11 Jan 2003 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I know, they said the where going to release it in 2003 but when?

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Sat, 11 Jan 2003 08:28:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Sat, 11 Jan 2003 21:36:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks good. the legs look exactly like the tib sun model.

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Sun, 12 Jan 2003 00:15:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Especially on the second shot (ScreenShot11.jpg), it looks very much like the E:B4D Minotaurus
Good work though!

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Sun, 12 Jan 2003 08:54:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Looks, excellent. For the record i once played an internet game with a hover MRLS of 10 000 polygons. and we each built 7 on each team, and it ran ok. Just ignore ACK, everyone else does.

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Sun, 12 Jan 2003 09:01:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

ACK is correct about the polycounts though - an average Renegade map is only about 20000 polys. It's a question of weighting - if the Mammoth Mk2 is going to be a rare unit (i.e. expensive), then it's ok for it to have more polys than the more common, cheaper units. 10k polys for a model is way excessive though. You could make it look virtually the same with good modelling and textures for under 2000 easily.

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Sun, 12 Jan 2003 09:04:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol but this mammoth only have 2000 polys, not 10 000, it runs without problems in renegade and i've a cheap gf2 mx

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Sun, 12 Jan 2003 12:30:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by aircraftkiller2001: You guys need to start doing better vehicles... Your polygon to texture ratio is really bad. Your textures should make up 50% of the vehicle detail... The polygons should not be the total representation of it! You're gonna kill FPS in-game if you don't start chopping off polygons and skinning the vehicles better. Just all IMO. Wow, the constant nagging must have worn him down. That actually sounded like it was on the nice side. Being that this game hogs resources this is more a fact than usual. But you have to admit high-poly models are nice. Especially when they are player/vehical modles.

Subject: Mammoth Mk2 @ Reborn ;)
Posted by [Anonymous](#) on Sun, 12 Jan 2003 14:47:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

so, how expensive is the MMK2 right now?
