Subject: C&C: Dark Reign. The Beginning!
Posted by Anonymous on Fri, 10 Jan 2003 22:12:00 GMT
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That's right, I'm going to do this! I'll start work on a website soon, in the mean time, I want to get inside Renegade.I'm going to start with the Air Units. I'm thinking about starting with the Freedom Guard Sky Bike.I'd like to have a seperate catagory in the PT for Air Units to. So far one person has said it can't be done, and one has said it can. Which is it?I assume it'll take a bit of coding, well, probebly more than a bit, but I'm more than willing to learn. I also want to make the Air Units unbuildable if the Helipad is destroyed or not included on the map. I saw a script by Dante for this, I think, but I have no idea how to implement it.So basicly, I'm asking how do I do this, and what do I need? I know I need Gmax, and the Renegade tools, which I have. I can both model and texture, so that isn't a problem either. My main concern at the moment is the coding and which files I need to look at.Oh, and any examples/tutorials would be great.

Subject: C&C: Dark Reign. The Beginning!
Posted by Anonymous on Fri, 10 Jan 2003 22:21:00 GMT
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You cant have a seperate category for air units.I dont know how you use the Helipad scripts, ask dante about those.

Subject: C&C: Dark Reign. The Beginning!
Posted by Anonymous on Fri, 10 Jan 2003 23:58:00 GMT
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No way man!!! Dark Reign is one of my all time favorite games. What was your name there? Do you remember me by any chance. This was my name there. I thought of making this myself, then I figured I cannot tell what the vehicles look like in that game, such as the skirmish tank. My idea of it is pretty silly looking.

Subject: C&C: Dark Reign. The Beginning!
Posted by Anonymous on Sat, 11 Jan 2003 02:04:00 GMT
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I never really got into Dark Reign multiplayer. I love/loved skirmish. The manual has some ok pics of the units. I'm thinking of including a few Shadowhand/Xanite units to.Maybe Gant and Grandel bots. Although they wouldn't be buildable or avaliable as reinforcements.

Subject: C&C: Dark Reign. The Beginning!
Posted by Anonymous on Sat, 11 Jan 2003 06:37:00 GMT
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You can use the extra vehicles menu for aircraft.I wish you luck on this project as this could/would be fun!

Subject: C&C: Dark Reign. The Beginning!
Posted by Anonymous on Sat, 11 Jan 2003 09:34:00 GMT
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OMG, the Xenite units would be hard to make without going into high poly's. What would be cool is to see the amount of damage the Imperium's sky fortress can do.   [January 11, 2003, 09:35: Message edited by: steggyd]

Subject: C&C: Dark Reign. The Beginning!
Posted by Anonymous on Sat, 11 Jan 2003 20:21:00 GMT
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Yes, the extra's menu. That's a good idea.Yeah, the Xanite units will be difficult, but I think it'll be alright to use a few extra polys on them since they wll not be used that much. I'll probebly have them spawn every now and again around the Fresh Water Springs.

Subject: C&C: Dark Reign. The Beginning!
Posted by Anonymous on Sat, 11 Jan 2003 21:09:00 GMT
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The MOD is now well and truly begun. Check out these WIP pics of the upcoming Imperium Scout Runner....EDIT: Oops, didn't see that UBB Images were not permited. I gotta get a website up. http://www.tgu.org.uk/users/sw fa/images/forum_images/scoutrunner_wip01.jpghttp://www.tgu.org.uk/users/sw fa/images/forum_images/scoutrunner_wip02.jpghttp://www.tgu.org.uk/users/sw fa/images/forum_images/scoutrunner_wip03.jpgWhat do you think? Comments/suggestions welcome.   [January 11, 2003, 21:14: Message edited by: Zeelich]

Subject: C&C: Dark Reign. The Beginning!
Posted by Anonymous on Sat, 11 Jan 2003 23:12:00 GMT
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Just one last WIP pic of the Scout Runner before I go....http://www.tgu.org.uk/users/swfa/images/forum_images/scoutrunner_wip04.jpg

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