Subject: JeepRubiMod 0.1
Posted by JeepRubi on Mon, 27 Aug 2007 01:09:45 GMT
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Fun little mod I'm working on, I plan to keep adding to it, bt for now the only new content is new tiberium by Sloth, modified and implemented my me, and New colours to choose from as well as a new tech tree and shroud.

Check it out at: http://files.filefront.com/JeepRubiModrar/;8407950;;/fileinfo.html

Post any (constructive) comments or suggestions of what you would like to see in version 0.2 here and I'll look into it.

Subject: Re: JeepRubiMod 0.1
Posted by nikki6ixx on Mon, 27 Aug 2007 03:43:51 GMT
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I came in expecting a 'lift' or a snorkel.

Subject: Re: JeepRubiMod 0.1
Posted by IronWarrior on Mon, 27 Aug 2007 06:33:46 GMT
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What is it and what is it for?, also screen shots?

Subject: Re: JeepRubiMod 0.1
Posted by Goztow on Mon, 27 Aug 2007 06:44:32 GMT
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Screenshots, plz?

Subject: Re: JeepRubiMod 0.1
Posted by JeepRubi on Mon, 27 Aug 2007 13:52:48 GMT
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Sorry, forgot to mention, since this was origionally written on the EA c&c3 forums. It's for c&c3, and there are no new models, exept for the tiberium which can be seen here:
http://i95.photobucket.com/albums/l157/dubass/MOdscreenie.jpg

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Subject: Re: JeepRubiMod 0.1

Posted by JeepRubi on Mon, 03 Sep 2007 02:20:24 GMT
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A little sneaky pic of version 0.2

Subject: Re: JeepRubiMod 0.1
Posted by AoBfrost on Mon, 03 Sep 2007 03:18:46 GMT
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OMG TIME MACHINE H@X!!!!11!!!

Nice job rubi, this looks 1337! Now all we need is all buildings converted and make renegade cnc3 style, like only ren buildings are avalible and ren vehicles....mamy rush ftw!

Subject: Re: JeepRubiMod 0.1
Posted by nopol10 on Mon, 03 Sep 2007 03:23:38 GMT
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That is soooo cool!

Subject: Re: JeepRubiMod 0.1
Posted by JeepRubi on Mon, 03 Sep 2007 04:14:31 GMT
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Thanks guys, I'm hoping to replace everything, any maybe even keep the origional teams along side the new ones.

Subject: Re: JeepRubiMod 0.1
Posted by AoBfrost on Mon, 03 Sep 2007 04:38:57 GMT
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Lol you could make the scrin drone platform for the scrin the mothership from renegade, that would be awsome, it's more of a ufo and all, but still! What do you mean by other teams though? mroe than gdi/nod/scrin? HOOOOWWW! Omg time machine haxz0rs bringing indians and colonial soldiers to cnc3? ftw!

Subject: Re: JeepRubiMod 0.1
Posted by JeepRubi on Tue, 04 Sep 2007 00:51:07 GMT
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Version 2.0! Includes all GDI vehicles from ren exept the MRLS and the transport chopper, but those ore coming soon

http://files.filefront.com/JeepRubiMod+02rar/;8473525;/fileinfo.html

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Subject: Re: JeepRubiMod 0.1
Posted by AoBfrost on Tue, 04 Sep 2007 01:05:17 GMT
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Same sounds as cnc3 or does it use any renegade sounds?

Subject: Re: JeepRubiMod 0.1
Posted by AoBfrost on Tue, 04 Sep 2007 01:16:11 GMT
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meh sorry to double post, but the edit button is gone and i forgot to ask something,

rubi, how do you use the mod sdk? I'm not 100% sure and just wondered because I dont know where to even get started with it, could you just basically tell me how I load or start it up? is it even a program? i'm confused about making mods, all i know is scripting maps for cnc3

Subject: Re: JeepRubiMod 0.1
Posted by JeepRubi on Tue, 04 Sep 2007 11:03:04 GMT
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Read the documentation.

Subject: Re: JeepRubiMod 0.1
Posted by AoBfrost on Tue, 04 Sep 2007 17:36:42 GMT
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Rubi, do you have the med and mamy tanks in 3ds format? I would like to use them to build a paper model/action figure, they arent as high poly as ones on turbo squid which would be impossible to use....

Subject: Re: JeepRubiMod 0.1
Posted by reborn on Tue, 04 Sep 2007 18:46:05 GMT
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OMG lol, that's pretty awesome.

Subject: Re: JeepRubiMod 0.1
Posted by JeepRubi on Tue, 04 Sep 2007 19:06:27 GMT

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Jeep Rubi wrote on Tue, 04 September 2007 06:03Read the documentation.
I always thought of doing that, but the texture would need to be rearranged on the model, add me to yours MSN if you have it and I can give it to you.

P.S. My MSN is jeeprubi@hotmail.com

Subject: Re: JeepRubiMod 0.1
Posted by AoBfrost on Tue, 04 Sep 2007 20:01:11 GMT

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Doesnt matter if the texture needs to be redone, as long as it looks fine in 3dsmax/any 3d viewing software, then when i import it into this program, I can "unfold" the 3d model and it will make a pattern I print out and cut, it edits the texture also to fit the pattern.