Subject: Skin and Reticle?
Posted by Bulldawg on Mon, 05 Nov 2007 19:53:22 GMT
View Forum Message <> Reply to Message

I noticed in some of the fan maps you have multiple skins you can choose from. Such as changing patch, hotwire, deadeye, and even vechs when you but them. I was wondering if there was anyway to do this for regular maps?

Also is there anyway you can lets say have one reticle when your in a vech and one reticle when your infantry?

Subject: Re: Skin and Reticle?
Posted by crazfulla on Mon, 05 Nov 2007 20:02:00 GMT
View Forum Message <> Reply to Message

1st thing is not possible.

2nd thing I'm not sure.

Subject: Re: Skin and Reticle?
Posted by Muad Dib15 on Tue, 06 Nov 2007 01:38:16 GMT
View Forum Message <> Reply to Message

First thing is possible craz. They did it in APB.

Subject: Re: Skin and Reticle?
Posted by Bulldawg on Tue, 06 Nov 2007 20:30:26 GMT
View Forum Message <> Reply to Message

Muad Dib15 wrote on Mon, 05 November 2007 20:38First thing is possible craz. They did it in APB.

how would i go about doing this, or is it best i just hope someone would do it for me?

Subject: Re: Skin and Reticle?
Posted by jonwil on Wed, 07 Nov 2007 03:07:59 GMT
View Forum Message <> Reply to Message

Its only possible in APB because of several hacks. Oh and also it only works with the sidebar, not the PTs.

Subject: Re: Skin and Reticle?
Posted by Jerad2142 on Thu, 08 Nov 2007 06:40:46 GMT
View Forum Message <> Reply to Message

jonwil wrote on Tue, 06 November 2007 20:07Its only possible in APB because of several hacks. Oh and also it only works with the sidebar, not the PTs.

Thats where you are wrong, it is another way to do it, I messed with it a long time ago, if I remember correctly if you modify the purchase terminal values place the building nods. Then make a copy of your current purchase setting preset and rename the old one something else, and the new one what the old one was you can make a second map, place another building controller and then play it both maps can have different vehicles on them even if they are both contained in the same mod package (I did that when I was back on level 2 of Renhalo, so that was quite a while ago, probably slightly more then a year. But I know it works.

Subject: Re: Skin and Reticle?
Posted by cnc95fan on Thu, 08 Nov 2007 20:52:06 GMT
View Forum Message <> Reply to Message

It works on the SCUD Storm Pathfinder AFAIK.

Subject: Re: Skin and Reticle?
Posted by R315r4z0r on Thu, 08 Nov 2007 21:02:40 GMT
View Forum Message <> Reply to Message

Bulldawg wrote on Mon, 05 November 2007 14:53Also is there anyway you can lets say have one reticle when your in a vech and one reticle when your infantry?
I would like to know this too.

Subject: Re: Skin and Reticle?
Posted by Dreganius on Thu, 08 Nov 2007 21:05:48 GMT
View Forum Message <> Reply to Message

Ok on topic here, I'D like to know if you can make a seperate reticle for GDI and Nod (this is for Ren40k so dw about serverside shit)

Subject: Re: Skin and Reticle?
Posted by Canadacdn on Thu, 08 Nov 2007 22:29:50 GMT
View Forum Message <> Reply to Message

I don't think it would be possible to have multiple reticles, sadly.

Subject: Re: Skin and Reticle?
Posted by Tunaman on Thu, 08 Nov 2007 22:32:08 GMT
View Forum Message <> Reply to Message

I remember reading something about it in BHS.txt, maybe it is possible.

Subject: Re: Skin and Reticle?
Posted by Veyrdite on Sat, 10 Nov 2007 02:57:47 GMT
View Forum Message <> Reply to Message

halo style reticles for different weapons

Subject: Re: Skin and Reticle?
Posted by crazfulla on Sun, 11 Nov 2007 04:54:46 GMT
View Forum Message <> Reply to Message

Muad Dib15 wrote on Mon, 05 November 2007 19:38First thing is possible craz. They did it in APB.
Hush if you know nothing about modding kthxbai

He means like on MutationRedux how you click the little arrow in the corner of the Hotwire icon on PT and it has more than 1 skin. On default maps liek Complex, City, Under etc you only get multipule skins on the tier 3 (1000) chars. I think he wants to change the default maps in normal renegade to have those extra models, possibly serverside? but it would not be possible because not all the clients would have the necessary w3d and tga/dds files.

You can use existing w3d models however, EG the ship captain from SP, simple objets.gm mod for teh fds

Subject: Re: Skin and Reticle?
Posted by The Elite Officer on Fri, 16 Nov 2007 17:17:38 GMT
View Forum Message <> Reply to Message

Canadacdn wrote on Thu, 08 November 2007 17:29I don't think it would be possible to have multiple reticles, sadly.

True, because you can only have one recticle file, hud_recticle.dds

---

Subject: Re: Skin and Reticle?
Posted by Dreganius on Sat, 17 Nov 2007 02:26:00 GMT
View Forum Message <> Reply to Message

well then can you have a seperate HUD for each team? or do they both have to be the same?

Subject: Re: Skin and Reticle?
Posted by Gen_Blacky on Mon, 19 Nov 2007 01:22:47 GMT
View Forum Message <> Reply to Message

with coding you can

Subject: Re: Skin and Reticle?
Posted by Dreganius on Mon, 19 Nov 2007 05:17:21 GMT
View Forum Message <> Reply to Message

sweet. i'm gonna make 2 HUDs, one for Imperium and 1 for Chaos, then upload SS ^.^

Subject: Re: Skin and Reticle?
Posted by Jerad2142 on Mon, 19 Nov 2007 15:46:25 GMT
View Forum Message <> Reply to Message

Both can be done.