

---

Subject: Still working on it

Posted by [Reaver11](#) on Tue, 07 Jul 2009 14:44:48 GMT

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

---

I'm still working on finishing this conyard. The exterior is getting close and the ground level is nearly done. After that I will have to do the cellar and rig it up and release it!

But first things first, does anyone have a good yellow metal texture that I could use for the crane since these dont look good at all.

---

Subject: Re: Still working on it

Posted by [YazooGang](#) on Tue, 07 Jul 2009 14:54:21 GMT

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

---

Everything is good but the crane is textured badly, the texture (file or whatever) is good but its put there wrong.

---

Subject: Re: Still working on it

Posted by [Reaver11](#) on Tue, 07 Jul 2009 15:33:01 GMT

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

---

Thats the thing. I need a good yellow texture for the crane.  
both of these try outs are ugly and not matching the rest of the model.

---

Subject: Re: Still working on it

Posted by [Tupolev TU-95 Bear](#) on Tue, 07 Jul 2009 15:37:22 GMT

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

---

hmmmm

Ill try and find some yellow worn textures on google

---

Subject: Re: Still working on it

Posted by [JsxKeule](#) on Tue, 07 Jul 2009 15:49:48 GMT

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

---

in the reborn always.dat are some

---

---

Subject: Re: Still working on it  
Posted by [YazooGang](#) on Tue, 07 Jul 2009 16:12:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

What is ment it this

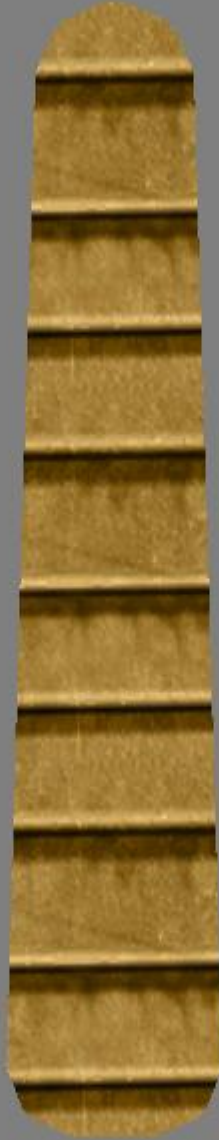
First one is your.  
Second one is a good way to make it look good.  
Third one is another good way so it will look good.

### File Attachments

---

1) [show.JPG](#), downloaded 529 times

GPU : 56.0 °C  
0308 : 62.0 FPS



Subject: Re: Still working on it  
Posted by [Reaver11](#) on Tue, 07 Jul 2009 21:19:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Those are some pretty good suggestions Yazoo I havent thought about using that texture that way. I wasnt even planning on using that texture tbh.

Also @ jsxkeule, I'm not going to use stuff from the reborn mod. Though it might be good to orient on how they did their yellow stuff. I did hate that myself if that would hapen to my mod.

EDIT: I will just edit this post since two posts in a row would make no sence

I have rigged up the doors by using callboxes I just have to adjust them a little bit. Here they are

This will also make live a lot easier for mappers

---

---

Subject: Re: Still working on it  
Posted by [ErroR](#) on Mon, 13 Jul 2009 13:20:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

MY EYES MAN! Thats so fukin amazing

---

---

Subject: Re: Still working on it  
Posted by [Reaver11](#) on Mon, 13 Jul 2009 15:31:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I have finished the elevator shafts and fitted it with callboxes. I still have to do the big cargo elevator and the cellar of the constructionyard.

---

---

Subject: Re: Still working on it  
Posted by [YazooGang](#) on Mon, 13 Jul 2009 15:52:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dude, here is a good door from cnc tiberium dawn  
Credits : ferkhat

Original one.

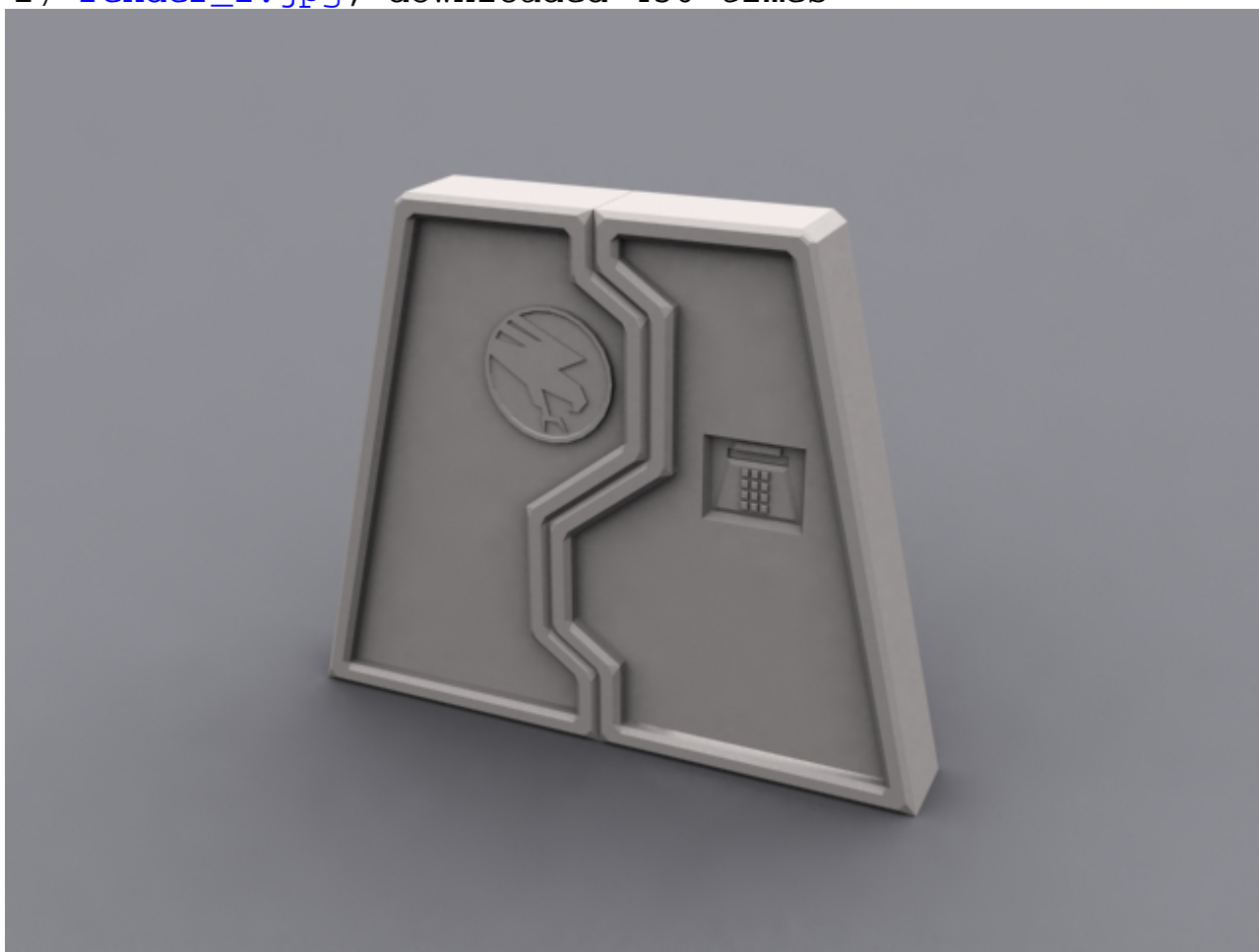
---

Ferkhats. Its been changed a little bit but you can remove what you dont like.

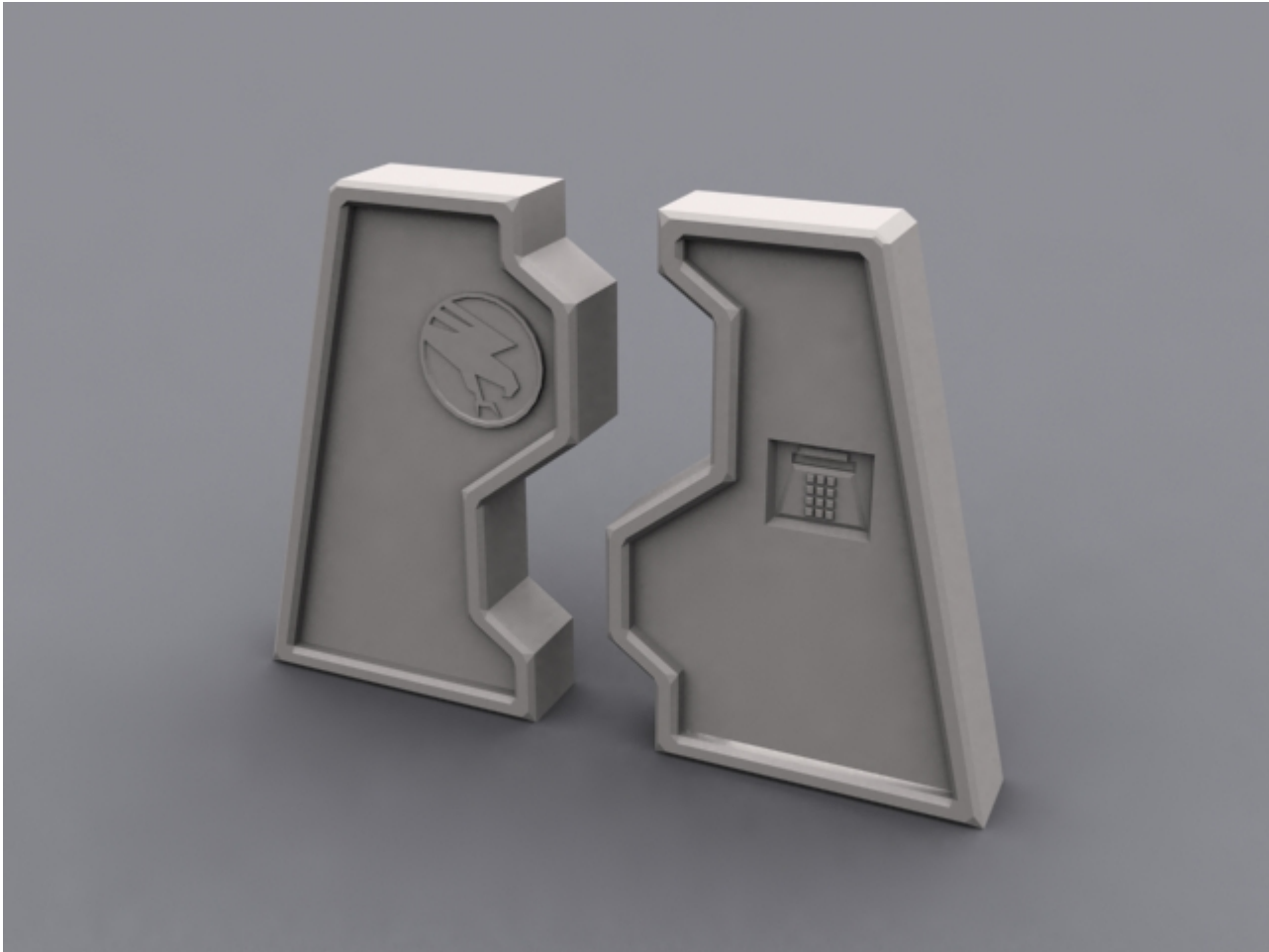
### File Attachments

---

1) [render\\_1.jpg](#), downloaded 450 times



2) [render\\_2.jpg](#), downloaded 446 times



3) [door\\_.max](#), downloaded 56 times

---

---

Subject: Re: Still working on it  
Posted by [Gen\\_Blacky](#) on Mon, 13 Jul 2009 19:24:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

looks really good so far, i think its need different textures for the doors tho.

---

---

Subject: Re: Still working on it  
Posted by [Xena](#) on Mon, 13 Jul 2009 19:39:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

make the door look more like a door?

---

---

Subject: Re: Still working on it  
Posted by [ErroR](#) on Tue, 14 Jul 2009 13:03:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Gen\_Black wrote on Mon, 13 July 2009 22:24 looks really good so far, i think its need different textures for the doors tho.

Boxxymake the door look more like a door?

Yes, i agree

---

---

Subject: Re: Still working on it

Posted by [Reaver11](#) on Tue, 14 Jul 2009 22:31:04 GMT

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

---

Good point on the doors, I'll get working on it. I'm working on getting a draft of the conyards basement done. I'm not sure what to add in there ->

---

---

Subject: Re: Still working on it

Posted by [LR01](#) on Tue, 14 Jul 2009 22:39:16 GMT

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

---

spare parts?

---

---

Subject: Re: Still working on it

Posted by [YazooGang](#) on Wed, 15 Jul 2009 04:29:29 GMT

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

---

Very cool basement.

---

---

Subject: Re: Still working on it

Posted by [DarkKnight](#) on Wed, 15 Jul 2009 07:31:44 GMT

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

---

nice job reaver

---

---

Subject: Re: Still working on it

Posted by [Reaver11](#) on Wed, 15 Jul 2009 09:52:57 GMT

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

---

Btw Yazoo I tried opening those doors in 3ds but it refuses to. Since I apperantly dont have a few files which are needed to open it.

Prosound.dlc

---

Storageandfilter.bms  
(Superclass: 0xD00 error)

I'm still thinking about the building damage aggergates.I will have to look up how westwood rigged up those callboxes I'm a bit unsure how they did that. If anyone knows the trick to that please say it

Also thanks for the comments and help guys! Just say which parts need improving, sometimes I get a bit blinded of what to fix and do.

---

---

Subject: Re: Still working on it  
Posted by [YazooGang](#) on Wed, 15 Jul 2009 19:44:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ferkhat modeled it with 3ds max 10 :S  
Srry. I will convert it to a 3ds file then.

Here.

#### File Attachments

1) [door.3DS](#), downloaded 50 times

---

---

Subject: Re: Still working on it  
Posted by [cnc95fan](#) on Wed, 15 Jul 2009 20:18:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I thought Ferkhat modeled it

---

---

Subject: Re: Still working on it  
Posted by [YazooGang](#) on Wed, 15 Jul 2009 20:48:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

cnc95fan wrote on Wed, 15 July 2009 15:18I thought Ferkhat modeled it  
Yes he did, thats what i said.

---

---

Subject: Re: Still working on it  
Posted by [LR01](#) on Wed, 15 Jul 2009 21:55:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Reaver11 wrote on Wed, 15 July 2009 11:52Btw Yazoo I tried opening those doors in 3ds but it refuses to. Since I apperantly dont have a few files which are needed to open it.



Prosound.dlc  
Storageandfilter.bms  
(Superclass: 0xD00 error)

I'm still thinking about the building damage aggergates.I will have to look up how westwood rigged up those callboxes I'm a bit unsure how they did that. If anyone knows the trick to that please say it

Also thanks for the comments and help guys! Just say which parts need improving, sometimes I get a bit blinded of what to fix and do.

renhelp is your answer:  
<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=3>

the full story:  
<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=1>  
(not that that buildings is outdated)

---

---

Subject: Re: Still working on it  
Posted by [nope.avi](#) on Thu, 16 Jul 2009 01:30:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Looks very nice.

---

---

Subject: Re: Still working on it  
Posted by [Reaver11](#) on Thu, 16 Jul 2009 12:57:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Those tutorials will sure help since this thing must be fully functional. I'm busy finishing up the ruf shape of the cellar. Im going to add a railsystem to it so 'parts' could be transported to the elevator.

I'm still busy with texturing it so it might look a bit akward.

---