Subject: Boning...
Posted by SSIDJTHED on Fri, 16 Oct 2009 20:54:18 GMT
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Hi all, can someone bone a vehicle for me?

Image:

File:
DOWNLOAD

Note:
I did NOT make this. I used woandre's tutorial to covert it to 3DS (I downloaded this model from the 3D warehouse xD)

Subject: Re: Boning...
Posted by ChewML on Fri, 16 Oct 2009 21:36:15 GMT
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Someone put a gun on top this thing and replace the buggy!

But I think I heard that vehicle models don't work online.

Subject: Re: Boning...
Posted by SSIDJTHED on Fri, 16 Oct 2009 22:31:02 GMT
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I was planning to add this to my racemod....

Subject: Re: Boning...
Posted by Hitman on Fri, 16 Oct 2009 22:36:02 GMT
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perverts...

Subject: Re: Boning...
Posted by SSIDJTHED on Fri, 16 Oct 2009 22:40:55 GMT
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oh yeah i forgot to say.... can someone also texture it aswell... that would be nice

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Subject: Re: Boning...
Posted by Good-One-Driver on Sat, 17 Oct 2009 02:48:23 GMT
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i can texture it lol i got great texture for cars

Subject: Re: Boning...
Posted by SSIDJTHED on Sat, 17 Oct 2009 03:15:35 GMT
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ok find some good google images of cars

xD

Subject: Re: Boning...
Posted by Tupolev TU-95 Bear on Sat, 17 Oct 2009 08:28:23 GMT
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Chew wrote on Fri, 16 October 2009 22:36Someone put a gun on top this thing and replace the buggy!

But I think I heard that vehicle models don't work online.
one works uhmm *coughs* hharvester

Subject: Re: Boning...
Posted by Boofst0rm on Sat, 17 Oct 2009 08:52:05 GMT
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goliath35 wrote on Sat, 17 October 2009 18:28Chew wrote on Fri, 16 October 2009 22:36Someone put a gun on top this thing and replace the buggy!

But I think I heard that vehicle models don't work online.
one works uhmm *coughs* hharvester

turn the harvester into a rx-8

Subject: Re: Boning...
Posted by ErroR on Sat, 17 Oct 2009 10:30:48 GMT
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Good-One-Driver wrote on Sat, 17 October 2009 05:48i can texture it lol i got great texture for cars
i lold, but seriosly, texturing is not easy

Subject: Re: Boning...
Posted by SSIDJTHED on Sat, 17 Oct 2009 15:05:34 GMT
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ErroR wrote on Sat, 17 October 2009 03:30Good-One-Driver wrote on Sat, 17 October 2009 05:48i can texture it lol i got great texture for cars
i lold, but seriosly, texturing is not easy

Lol yeah, I'm mostly into modeling, not testuring...

Subject: Re: Boning...
Posted by SSIDJTHED on Sat, 17 Oct 2009 15:06:52 GMT
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And the RaceMod is a ModPackage (.pkg) and it WILL work online, its not a vehicle replacement necessarily...

Subject: Re: Boning...
Posted by ErroR on Sat, 17 Oct 2009 18:09:25 GMT
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SSIDJTHED wrote on Sat, 17 October 2009 18:06And the RaceMod is a ModPackage (.pkg) and it WILL work online, its not a vehicle replacement necessarily...
it looks to have alot of polygons, a few of them and LAAAAAAG. i think

Subject: Re: Boning...
Posted by SSIDJTHED on Sat, 17 Oct 2009 19:33:58 GMT
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that is true... but it didn't lag in RenX surprisingly

Subject: Re: Boning...

Posted by Gen_Blacky on Sat, 17 Oct 2009 19:59:57 GMT
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18743 polygons

Subject: Re: Boning...
Posted by SSIDJTHED on Sat, 17 Oct 2009 20:04:34 GMT
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um.... wow??!!??!!??!!

Subject: Re: Boning...
Posted by Altzan on Sat, 17 Oct 2009 21:17:58 GMT
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Gen_Blacky wrote on Sat, 17 October 2009 20:5918743 polygons

Whoa, WAY too many

Subject: Re: Boning...
Posted by GEORGE ZIMMER on Sat, 17 Oct 2009 21:26:50 GMT
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Altzan wrote on Sat, 17 October 2009 16:17Gen_Blacky wrote on Sat, 17 October 2009
20:5918743 polygons

Whoa, WAY too many
Actually that's about the average for cars in racing games nowadays... if you look, most of the
polygons are used.

Subject: Re: Boning...
Posted by SSIDJTHED on Sat, 17 Oct 2009 22:01:15 GMT
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GEORGE ZIMMER wrote on Sat, 17 October 2009 14:26Altzan wrote on Sat, 17 October 2009
16:17Gen_Blacky wrote on Sat, 17 October 2009 20:5918743 polygons

Whoa, WAY too many
Actually that's about the average for cars in racing games nowadays... if you look, most of the
polygons are used.

Yeah but this is renegade... but yeah... it may lower renegades fps a couple notches when

---

Good-One-Driver is COMPLETE

Subject: Re: Boning...
Posted by ChewML on Sat, 17 Oct 2009 22:09:03 GMT
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Boofst0rm wrote on Sat, 17 October 2009 03:52goliath35 wrote on Sat, 17 October 2009
18:28Chew wrote on Fri, 16 October 2009 22:36Someone put a gun on top this thing and replace
the buggy!

But I think I heard that vehicle models don't work online.
one works uhmm *coughs* hharvester

turn the harvester into a rx-8

I would suggest turning it into one of those slave harvs of Yuri's, but that would negate the need
for a refinery...

Subject: Re: Boning...
Posted by SSIDJTHED on Sat, 17 Oct 2009 22:38:42 GMT
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Chew wrote on Sat, 17 October 2009 15:09Boofst0rm wrote on Sat, 17 October 2009
03:52goliath35 wrote on Sat, 17 October 2009 18:28Chew wrote on Fri, 16 October 2009
22:36Someone put a gun on top this thing and replace the buggy!

But I think I heard that vehicle models don't work online.
one works uhmm *coughs* hharvester

turn the harvester into a rx-8

I would suggest turning it into one of those slave harvs of Yuri's, but that would negate the need
for a refinery...

Like i said before this is for my RACEMOD!!! D:

Subject: Re: Boning...
Posted by wubwub on Sat, 17 Oct 2009 23:05:34 GMT
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SSIDJTHED wrote on Sat, 17 October 2009 17:01GEORGE ZIMMER wrote on Sat, 17 October 2009 14:26Altzan wrote on Sat, 17 October 2009 16:17Gen_Blacky wrote on Sat, 17 October 2009 20:5918743 polygons

Whoa, WAY too many
Actually that's about the average for cars in racing games nowadays... if you look, most of the polygons are used.

Yeah but this is renegade... but yeah... it WILL lower renegades fps MANY notches when Good-One-Driver is COMPLETE

Fixed

Subject: Re: Boning...
Posted by nope.avi on Sat, 17 Oct 2009 23:48:06 GMT
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Yes and looking at goodonedriver's track record it will also be a mess.

Subject: Re: Boning...
Posted by Reaver11 on Sun, 18 Oct 2009 10:09:46 GMT
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SSIDJTHED wrote on Sat, 17 October 2009 17:01GEORGE ZIMMER wrote on Sat, 17 October 2009 14:26Altzan wrote on Sat, 17 October 2009 16:17Gen_Blacky wrote on Sat, 17 October 2009 20:5918743 polygons

Whoa, WAY too many
Actually that's about the average for cars in racing games nowadays... if you look, most of the polygons are used.

Yeah but this is renegade... but yeah... it may lower renegades fps a couple notches when Good-One-Driver is COMPLETE

No offence but Renegade isnt allowing fully textured vehicles with +18000, it will just crash. I did advise to stick around 6000 for a vehicle.

So whetever or not he would complete it. The work would be a waste.

Subject: Re: Boning...
Posted by Tupolev TU-95 Bear on Sun, 18 Oct 2009 10:58:07 GMT
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Chew wrote on Sat, 17 October 2009 23:09Boofst0rm wrote on Sat, 17 October 2009 03:52goliath35 wrote on Sat, 17 October 2009 18:28Chew wrote on Fri, 16 October 2009 22:36Someone put a gun on top this thing and replace the buggy!

But I think I heard that vehicle models don't work online.
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turn the harvester into a rx-8

I would suggest turning it into one of those slave harvs of Yuri's, but that would negate the need for a refinery...

lol yeah

use the allied chrono miner for GDI and War miner for nod

Subject: Re: Boning...
Posted by SSIDJTHED on Tue, 20 Oct 2009 01:22:15 GMT
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Ok i tried boning this myself, but then, when i exported it, it seemed to take to short of a time to really export, and it got me suspicious. Then I tried to get it into my racemod LE mod package, I tried to place it in LE then it didnt show anything.... is there something wrong? (I have nothing on Hide)

Subject: Re: Boning...
Posted by Gen_Blacky on Tue, 20 Oct 2009 07:25:14 GMT
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I boned the char i just need to adjust the wheel bones. This model is horrible for this amount of polys. Needs better tires the tires are 10,000 of the polys lol what a waste.

```
File Attachments
1) car.JPG, downloaded 355 times
```

Subject: Re: Boning...
Posted by ErroR on Tue, 20 Oct 2009 10:15:05 GMT
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Gen_Blacky wrote on Tue, 20 October 2009 10:25I boned the char i just need to adjust the wheel bones. This model is horrible for this amount of polys. Needs better tires the tires are 10,000 of the polys lol what a waste.
make 2 tubes, and some extrusions to make it look better + a tire texture

Subject: Re: Boning...
Posted by SSIDJTHED on Tue, 20 Oct 2009 14:59:08 GMT
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i did use woandre's tutorial to import this, it was an excact model from Google Sketchup... yeah a little editing should do...

Subject: Re: Boning...
Posted by ErroR on Tue, 20 Oct 2009 16:23:30 GMT
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delete the lines