Subject: repairing the guard towers
Posted by Titan1x77 on Tue, 03 Jun 2003 14:48:01 GMT
View Forum Message <> Reply to Message

when repairing the guard towers(wooden ones)....alot of black smoke was emmiting from it.....i checked the w3d model for emmiters and it wasnt there....where can i remove this from the GT or th repair gun...is it the texture that is conflicting?

Subject: repairing the guard towers
Posted by [REHT]Spirit on Tue, 03 Jun 2003 14:49:41 GMT
View Forum Message <> Reply to Message

It's the texture type for the wood parts.

Subject: repairing the guard towers
Posted by Titan1x77 on Tue, 03 Jun 2003 15:33:20 GMT
View Forum Message <> Reply to Message

the texture type cannot be modified in the .W3D viewer?....im pretty sure im going to have to retexture the whole model which the only prob i see is the gun.

After I retexture I'll post up the new model on mod.x

Subject: repairing the guard towers
Posted by [REHT]Spirit on Tue, 03 Jun 2003 15:43:10 GMT
View Forum Message <> Reply to Message

Ok, in the material editor thingy where you tell it what texture(s) to use, in the very first tab which you see when you open it there's a pull down box with the material type (tiberium, wood, etc), that's what I'm talking about. Can't change it in the W3D Viewer.

Subject: repairing the guard towers
Posted by Aircraftkiller on Tue, 03 Jun 2003 16:24:30 GMT
View Forum Message <> Reply to Message

Leave it alone. It's supposed to be made of wood. It'll be stupid to turn a wooden Guard Tower into a metal\concrete Guard Tower because you don't like the emitter the repair gun creates when hitting the wood. Shoot the underside of it then FFS, there's no need to ruin the model.

Subject: repairing the guard towers

Posted by Ferhago on Tue, 03 Jun 2003 16:43:29 GMT
View Forum Message <> Reply to Message

Ack is right.

Or the simple solution is to turn down your detail settings

Subject: repairing the guard towers
Posted by JRPereira on Tue, 03 Jun 2003 17:22:25 GMT
View Forum Message <> Reply to Message

or you could modify the emitter

Subject: repairing the guard towers
Posted by OrcaPilot26 on Tue, 03 Jun 2003 17:36:19 GMT
View Forum Message <> Reply to Message

I never really liked that guard tower model, they could've at least used some better wood textures.

Subject: repairing the guard towers
Posted by Titan1x77 on Wed, 04 Jun 2003 02:03:12 GMT
View Forum Message <> Reply to Message

AircraftkillerLeave it alone. It's supposed to be made of wood. It'll be stupid to turn a wooden Guard Tower into a metal\concrete Guard Tower because you don't like the emitter the repair gun creates when hitting the wood. Shoot the underside of it then FFS, there's no need to ruin the model.

Umm if you habve ever noticed the FPS drop to about 1 if you are repairing them up close.

I just want to set the collision to default.

Subject: repairing the guard towers
Posted by Titan1x77 on Wed, 04 Jun 2003 02:06:06 GMT
View Forum Message <> Reply to Message

JRPereiraor you could modify the emitter

I didnt see any emmiter's in the W#D veiwer for the model.

I think it's set to a wood coillison that generates black smoke when hit with the repair gun

ferhagoOr the simple solution is to turn down your detail settings

Why ruin the rest of the maps detail for a simple problem that can be fixed.

Subject: repairing the guard towers
Posted by maytridy on Thu, 05 Jun 2003 01:28:49 GMT
View Forum Message <> Reply to Message

Can't you just change the material type, but keep the same texture?

Subject: repairing the guard towers
Posted by Titan1x77 on Thu, 05 Jun 2003 09:15:28 GMT
View Forum Message <> Reply to Message

yep

Problem is i'd have to retexture it all in ren-x and then export it....its no big deal,but im not sure if the gun is going to be hard to texture.

It's prob an easy .dds that is allready lined up like most of the vehilces.

I just wanted to know if there was a setting in commando or W3d to change the repair gun effect on wood.

Subject: repairing the guard towers
Posted by Falconxl on Thu, 05 Jun 2003 10:17:04 GMT
View Forum Message <> Reply to Message

I wouldn't mess with it. Did you ever notice the MobArt does the same thing, it did that as long as I can remember. You might just wind up making things a lot worse.

Subject: repairing the guard towers
Posted by Titan1x77 on Thu, 05 Jun 2003 14:35:35 GMT
View Forum Message <> Reply to Message

Hmmm....i noticed that it uses the mobile art as one of it's property's...I might try and fiddle with those settings....I'll let you guys know if i can fix it thru that way.....If not i'll remodel one.

Subject: repairing the guard towers

Posted by Madtone on Fri, 06 Jun 2003 00:53:49 GMT

if you want you can use my Guard Tower model i have on ModX

Guard Tower:
http://modx.the-pitts.net/showthread.php?s=&threadid=232&highlight=Guard+Tower

Just put a model of a gun on it, you can use one of my gun models on ModX if you wish, or use one of the WW gun models.

Also you may edit this model if you wish