
Subject: Air/Repair Pads.

Posted by [CNCWarpath](#) on Wed, 25 Jun 2003 10:40:09 GMT

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I was bored the other day so i thought id make some sort of pads which i guess could be used as either Airpads or Repair pads.

Here Are 2 Pics And The Zip Included:

Zip:

<http://cnc.icestone.ttnetwk.com/uploads/pads.zip>

Subject: Air/Repair Pads.

Posted by [Captkurt](#) on Wed, 25 Jun 2003 11:42:56 GMT

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Not bad, but the edges on all sides should be accessible to enter, not just the one little ramp.

Subject: Air/Repair Pads.

Posted by [General Havoc](#) on Wed, 25 Jun 2003 12:42:27 GMT

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Yeah and you can get away with over 32 sides as a model that simple should not cause any lag. Besides it's the size of the textures that caused lag and not the polygons. But it's good at the moment, with a few aggregates added it could be very good.

FACT: Westwood/EA Pacific confirmed that doing a 3-pass Alpha Blend in the W3D engine causes massive performance hits compared to a standard 2-pass one. This means polygons are not a main factor causing frame rate lag.

_General Havoc

Subject: Air/Repair Pads.

Posted by [CNCWarpath](#) on Wed, 25 Jun 2003 12:45:39 GMT

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I didnt add side ramps due to the time i was just playing around but the polys are low and shouldnt cause a problem in Renegade.

You can resize it depending on its use, for instance you won't need something bigger than a man-sized ramp to walk up to get in the aircraft.

For instance if you used it as a repair pad you can easily resize it so the ramp is bigger.

Subject: Air/Repair Pads.

Posted by [Captkurt](#) on Sat, 28 Jun 2003 03:14:29 GMT

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CNCWarpathI didn't add side ramps due to the time I was just playing around but the polys are low and shouldn't cause a problem in Renegade.

You can resize it depending on its use, for instance you won't need something bigger than a man-sized ramp to walk up to get in the aircraft.

For instance if you used it as a repair pad you can easily resize it so the ramp is bigger.

You can easily convert it to editable mesh and then pull the sides down to be one continuous circular ramp. but it's your model. enjoy. and thanks for sharing.
