Subject: New turret I want to make
Posted by IRON FART on Sat, 01 Nov 2003 03:17:09 GMT
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I think that frankly the NOD turret sucks balls. So ininteresting and simple.

Anyhoo, I want to create a larger, MUCH more hefty Turret which I will name the "GDI Grand cannon". Of course the purpose reflects the RA2 grand cannon, but the same is VERY different because The RA2 grand cannon wasn't a practical shape and height.

Anyway, I Have created the basic shape for it. (basically a dome.....figuring that a dome will be the most natural shape for this). I have done the majority of the textures already.
I plan on making the doors slide open diagonally, to reveal the cannons.

Now, The Tutorials in the "How To" folder are not very in depth, and do not cover a turret in particular.

I know there are 3 bones in making the turret (for a vehicle).........

Do I need to use all three?
How do I place them?
How can I make the doors slide open as the turret is rotating OR as it prepares to fire or something?

It is just the functionality of it that will give me problems. The rest I can handle.

Subject: New turret I want to make
Posted by Jaspah on Sat, 01 Nov 2003 03:45:22 GMT
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Can we see screenshots?

Subject: New turret I want to make
Posted by Aircraftkiller on Sat, 01 Nov 2003 03:57:23 GMT
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1. It's Nod, not NOD.

2. There are more than three bones in a base defense vehicle.

3. You can't make it "functional" in that sense. Either it has a turret or it doesn't, no shutters are involved.

4. You need to actually make a level, make it worth playing, before you go adding all this stupid crap that most newbie level designers want in.

"But I want Tiberium lasers that shoot dogs into people's crotch!"

It won't matter if you don't have the skill required to make it fun to play on and have it look good, at the same time.

Subject: New turret I want to make
Posted by Jaspah on Sat, 01 Nov 2003 04:11:28 GMT
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Aircraftkiller"But I want Tiberium lasers that shoot dogs into people's crotch!"

That was uncalled for...

Subject: New turret I want to make
Posted by Aircraftkiller on Sat, 01 Nov 2003 04:25:09 GMT
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I don't care, too many times have I seen people come in here, ask for help, only to produce NOTHING.

They all get the same treatment. They get helped and they get choice comments. If you can't deal with it, you don't belong here... Come to think of it, you don't even modify this game, so why are you even here? Take your moralistic bullshit to the General forum.

Subject: New turret I want to make
Posted by IRON FART on Sat, 01 Nov 2003 04:26:38 GMT
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Quote:
1. It's Nod, not NOD.

Thought you'd say that, but nobody really cares! And I didn't spell it "N.O.D." so technically, its correct.

Quote:
3. You can't make it "functional" in that sense. Either it has a turret or it doesn't, no shutters are involved.

I hoped that wouldn't be the case. In which case that answers the question, "Can we see screenshots?"
Well, not now because i'll have to redesign it.

Quote:

---

4. You need to actually make a level, make it worth playing, before you go adding all this stupid crap that most newbie level designers want in.

Well,Not really. I had a map nearly done when that gmax bug came and corrupted it, and I realised that i wasn't gonna waste anymore time making maps. Simply because it take so much time that:
a. I do not have
b. I could spend PLAYING renegade.

But I could let others have it, and if they are not dum dums, they can easily adapt it for themselves.

and WHY did you even post "But I want Tiberium lasers that shoot dogs into people's crotch!"?

Shutters on a turret, and tiberium laser-dogs that attatch to genitalia differ a bit lol

---

Subject: New turret I want to make
Posted by Aircraftkiller on Sat, 01 Nov 2003 04:31:38 GMT
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First point, no, you don't have to put periods into something for it to be assumed as an acronym. It wasn't used as emphasis, it was used as an acronym. NOD means Naval Ordnance Disposal, and I doubt that's what Westwood intended.

If you uninstall the Windows update, you can reopen your *.gmax files without any difficulty, and proceed as you once did.

As for "playing the game," yeah, I play it enough.

JupitersK: Oct 2003: {Total Games=386, Total Points=501040, Kills=5542, Deaths=948, K/D Ratio=5.8459916, Ladder Points=7108, Wins=248, MVPs=47} WOL Rank = 166 Brigadier General Jupitersk 126 wins / 69 losses 14,252

My post about dogs being launched into people's crotch is satire. It wasn't meant to be taken in the sense that you believed it was. I was just generalizing all the statements I've seen and bunched them together into something just as absurd.

Subject: New turret I want to make
Posted by Dante on Sat, 01 Nov 2003 05:17:08 GMT
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Aircraftkiller
2. There are more than three bones in a base defense vehicle.

actually, your quite wrong...

[ ] <-- Barrel -------- [ ] <-- muzzlea0
[ ] <-- Turret

i count 3 bones for a fully functional base defense.

origin & worldbox do not count, as everything has them, and adding them & linking them are about as hard as mounting flat 1x1 plane at 0,0,0

Subject: New turret I want to make
Posted by Aircraftkiller on Sat, 01 Nov 2003 05:24:58 GMT
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No, I'm not wrong, without having a worldbox linked to the origin, your vehicle will not operate properly.

WorldBox is not needed for Turrets, though. Weren't you supposed to know this?

You don't need an Origin bone, either! But for something to be THE WAY IT WAS MEANT TO BE, you need all the bones. You also need a muzzle-flash aggregrate bone unless you want the Turret to "lob" projectiles out without any sort of explosion occuring from the muzzle.

Subject: Re: New turret I want to make
Posted by Dante on Sat, 01 Nov 2003 05:28:44 GMT
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IRON-FART
Do I need to use all three?
How do I place them?
How can I make the doors slide open as the turret is rotating OR as it prepares to fire or something?

It is just the functionality of it that will give me problems. The rest I can handle.

1. yes

2. first, place the bones logically, and link as follows
a. link the physical turret body to the turret bone

b. link the physical barrel to the barrel bone and link barrel bone to turret bone
c. link the muzzlea0 bone to the barrel

3. you need to create a firing animation, although this will get screwed up if it fires fast, so if it fires fast have the doors open/close fast, if it fires slow then the doors can open slowly, animation will be as follows "doors open... pause... doors close", a really kewl effect could be made to have the turret come out of the door a bit as right as the doors are opening, but remember, it will play this animation every time the weapon fires, but you said it was a big gun, so give it a shot.

Subject: New turret I want to make
Posted by Dante on Sat, 01 Nov 2003 05:31:19 GMT
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world box is not a bone, it is an AB box, and no you don't need an origin for a stationary vehicle.

also forgot to add that when adding the named firing animation, place it like the following "w3dfilename.w3dfilename" under Fire0 Animation which is your w3d's filename for the turret (ex. v_turret.w3d" without the w3d repeated with a . in the middle.

Subject: New turret I want to make
Posted by Aircraftkiller on Sat, 01 Nov 2003 05:33:14 GMT
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Hmm, so that's how we would go about adding SAM Sites that "pop up" out of the ground.

Subject: New turret I want to make
Posted by IRON FART on Sat, 01 Nov 2003 06:53:46 GMT
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Quote:
If you uninstall the Windows update, you can reopen your *.gmax files without any difficulty, and proceed as you once did.

Well, I know, but I somehow managed to fk up the files some other way. Actually now that I think of it I don't think it was that bug, although what happened with me sounded VERY similar. I think it was TO DO with graphic card settings. But I got a new gfx card since, and I deleted all my work that I made because either it still didn't open or I deleted it before I got my gfx card.

Quote:
3. you need to create a firing animation, although this will get screwed up if it fires fast, so if it fires fast have the doors open/close fast, if it fires slow then the doors can open slowly, animation will be as follows "doors open... pause... doors close", a really kewl effect could be made to have the turret come out of the door a bit as right as the doors are opening, but remember, it will play this

animation every time the weapon fires, but you said it was a big gun, so give it a shot.

So Make the shutter animations part of the firing animation?

Goddamn..........I need more hours in my day

Subject: New turret I want to make
Posted by IRON FART on Sat, 01 Nov 2003 06:55:13 GMT
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btw that would be a good Idea, ACK. Would make Renegade look much more like TD.

Subject: New turret I want to make
Posted by NHJ BV on Sat, 01 Nov 2003 10:54:12 GMT
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I know nothing about modding, but is it possible to use that huge shore defense cannon in that one single player mission on the island? I think the name of the mission was The Plot Erupts.

Subject: New turret I want to make
Posted by Adavanze on Sat, 01 Nov 2003 10:55:55 GMT
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The ammount of bones you have in a turret can be whatever, usually you would have 4, because you would have turret, barrel, and muzzlea0 bones. Making a samsite pop out of the ground wouldnt work well, you would put an animation of the entire samsite rizing into its proper location... what you would do is make it so that with a certain range on level edit like a door it will pop up, but it would pop up at a certain speed.. technically dante is right, you only need 3 bones, but most people use 4. A world box is not a bone, and an origin is an origin... so yeah.

link muzzlea0 bones to barrel mesh, link barrel mesh to barrel bone, link barrel bone to turret mesh, link turret mesh to turret bone, like turret bone to the chassis mesh, link the chassis mesh to the origin bone, and link the world box to the origin bone, then make an animation of like maybe... 20-40 frames of it rising up a certain height, but if you do this you might want to stick a small plane which doesnt have an animation, because you will not be having holes in the floor. and dont link that plane.

voila..

Subject: New turret I want to make
Posted by Jaspah on Sat, 01 Nov 2003 14:15:15 GMT
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AircraftkillerI don't care, too many times have I seen people come in here, ask for help, only to produce NOTHING.

They all get the same treatment. They get helped and they get choice comments. If you can't deal with it, you don't belong here... Come to think of it, you don't even modify this game, so why are you even here? Take your moralistic bullshit to the General forum.

I do mod things.

I make maps, maybe I don't want to release them here. Their primarily used for fun.

I also do C130 Scripts. Like maybe making a aircraft Obelisk, or wicked fast vehicles.

I DO mod Renegade.

Subject: New turret I want to make
Posted by m1a1_abrams on Sat, 01 Nov 2003 20:58:45 GMT
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If all you want to do is make a larger turret, there's a model in one of the singleplayer maps. Remember the "shore defence cannon"? I'm not saying that you shouldn't make your own model, but there is already a model which is basically a Nod turret but twice as large.

Subject: New turret I want to make
Posted by laeubi on Sat, 01 Nov 2003 23:47:01 GMT
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3 bones ARE enough even if you want a Flash, because thats only a Mesh.
If you want a Emitter for shots, ok, there are 4.

For the animation thing...
Problem is, after the first shoot, it repeat the animation in a loop, even no way to stop that.

Subject: New turret I want to make
Posted by mike9292 on Sun, 02 Nov 2003 01:08:44 GMT
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how do u bone a turret anyway

Subject: New turret I want to make
Posted by Deafwasp on Sun, 02 Nov 2003 04:37:48 GMT
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m1a1_abramsIf all you want to do is make a larger turret, there's a model in one of the singleplayer maps. Remember the "shore defence cannon"? I'm not saying that you shouldn't make your own model, but there is already a model which is basically a Nod turret but twice as large.

Twice as large? at least 10x

Subject: New turret I want to make
Posted by IRON FART on Sun, 02 Nov 2003 07:39:48 GMT
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I dont want it to replace existing Nod turrets because I want to make it TOTALLY different. I want it to be quite large. And the SP one is not very original. I want to make something new.

Subject: New turret I want to make
Posted by Cpo64 on Sun, 02 Nov 2003 07:51:17 GMT
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LaeubiFor the animation thing...
Problem is, after the first shoot, it repeat the animation in a loop, even no way to stop that.

Unless it fires realy slow. If it fires slow enough, it won't matter right?

Subject: New turret I want to make
Posted by Adavanze on Sun, 02 Nov 2003 09:26:41 GMT
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You must get making on the turret, and the guy who asked "so how do i bone a turret" look at my post and one of dantes post... should explain your answer.

yeah, laeubi is right about the animation, but you can overcome it. Think of a door... but that would honestly be stupid...

Subject: New turret I want to make
Posted by laeubi on Sun, 02 Nov 2003 10:20:19 GMT
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Cpo64LaeubiFor the animation thing...
Problem is, after the first shoot, it repeat the animation in a loop, even no way to stop that.

Unless it fires realy slow. If it fires slow enough, it won't matter right?

It will loop... even if the turret STOPS to fire.

Subject: btw:
Posted by laeubi on Sun, 02 Nov 2003 12:36:47 GMT
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I have added a Tutorial to:

http://www.laeubi.de/tutorials
http://www.renhelp.co.uk

Have fun

Subject: New turret I want to make
Posted by IRON FART on Sun, 02 Nov 2003 20:17:50 GMT
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lol
That is perfect.
I know the basics of doing what I want to do, but that'll bridge the gaps in my knowledge.
Thanks man.

Subject: Re: btw:
Posted by Dante on Sun, 02 Nov 2003 21:17:25 GMT
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LaeubiI have added a Tutorial to:

http://www.laeubi.de/tutorials
http://www.renhelp.co.uk

Have fun

only problem i have with that tutorial is the importing of the items, setting ONLY projectile to the mesh, and use of the .00 when you don't have multiple LODS.

to skip around the point, all bone creation should be done in the TOP view port, create a couple of .5x.5x.5 boxes (3 will work), name them "turret", "barrel", and "muzzlea0" then you are all set to place them, and skip the hassle of importingbones from another model, when you can make them just as easy, then uncheck export geometry for those 3 items, and you are set.

Subject: New turret I want to make
Posted by laeubi on Sun, 02 Nov 2003 22:03:39 GMT
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hm... I write to remove the .00 otherwhise it doesn't matter aslong as there are no orgin.00, orgin.01 etc. (Orgin is jsut used for LOD's)

The Importing from the Humvee was just to get a Muszzle flash.. and if importing the flash, importing other bones to, so there are the steps to link the BONES itself is already done.

Subject: New turret I want to make
Posted by Cpo64 on Sun, 02 Nov 2003 22:22:49 GMT
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LaeubiCpo64LaeubiFor the animation thing...
Problem is, after the first shoot, it repeat the animation in a loop, even no way to stop that.

Unless it fires realy slow. If it fires slow enough, it won't matter right?
It will loop... even if the turret STOPS to fire.

Okay then explane the Tailgun, it has an animation, and it stops when it stops fireing.

Subject: New turret I want to make
Posted by laeubi on Mon, 03 Nov 2003 09:24:05 GMT
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Tailgun has no fire animations... :rolleyes:

Subject: New turret I want to make
Posted by Cpo64 on Tue, 04 Nov 2003 03:46:57 GMT
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Yes it does, the barrels spin...

Subject: New turret I want to make
Posted by laeubi on Tue, 04 Nov 2003 08:35:26 GMT
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Player weapons can have a fire aniamtion, Vehicles NOT!

Subject: New turret I want to make
Posted by Cpo64 on Tue, 04 Nov 2003 18:26:42 GMT
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It is a vehicle/turret!!!

Vehicle Name: M06_Tailgun
Model Name: w_gdi_tlgn.w3d

The barrels rotate when fired, and stop when you stop fireing.

Look at Gateshead, it has several instances of this vehicle... The barrels spin, so there

---

Subject: New turret I want to make
Posted by laeubi on Tue, 04 Nov 2003 18:30:41 GMT
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doh... sorry then, crap we both thought about different things... hehe
I'll check that, cant tell anything until cheked by myself

Subject: New turret I want to make
Posted by Cpo64 on Tue, 04 Nov 2003 18:33:26 GMT
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 I figured you didn't know which model I was talking about thats why I didn't get tooooo pissed

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Subject: New turret I want to make
Posted by laeubi on Tue, 04 Nov 2003 20:09:02 GMT
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Cpo64 I figured you didn't know which model I was talking about thats why I didn't get tooooo
pissed
Great

I tested it in a Mod.. but barrels don't rotate

may it is one of the SP-Only Things??

Subject: New turret I want to make
Posted by Cpo64 on Tue, 04 Nov 2003 20:21:54 GMT
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Realy? the rotate for me o_O I guess I will have a closer look, lol,

Subject: New turret I want to make
Posted by laeubi on Tue, 04 Nov 2003 21:28:56 GMT
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I died 15 times... but no rotation