Subject: useing models from other CnC games
Posted by Titan1x77 on Thu, 27 Mar 2003 21:11:29 GMT
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are the models from other CnC games .w3d?

i want to play around with some of the stuff from tiberian sun....im using the xcc mixer but it freezes up 90% off the time.

I use the renegade extractor for extracting stuff from REN,and have no problems with that program.

my other question is...is there another extractor for tiberian sun?

Also is there another extractor besides xcc for generals?

Subject: useing models from other CnC games
Posted by JWP on Thu, 27 Mar 2003 22:22:50 GMT
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TS uses voxels for vehicles (coloured blocks on top of each other - like lego or something) and shp(bitmap) for buildings
me and the TS Revolution team are currently making a mod for renegade based on the TS units.

Subject: useing models from other CnC games
Posted by General Havoc on Thu, 27 Mar 2003 22:47:36 GMT
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XCC version 1.25 seems to work for me now. The only version since 1.21 that has worked on my PC also you can stop the new version from scanning your system fro the files (the thing that normally crashes XCC). There is another program to extract the files from C&C Genereals called BIGpop that will open the BIG files.

Renegade was the first C&C game to use a 3D engine for the graphics so only Renegade and Generals use W3D files. As JWP said TS and RA2 use Voxels (Volume Pixels) as things like vehicles

_General Havoc

Subject: useing models from other CnC games
Posted by Sir Phoenixx on Fri, 28 Mar 2003 01:09:04 GMT
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Um, yeah...

What TS (and RA2/YR, etc.) use are voxels (the vehicles) and images (the buildings, infantry), these are completely different than what Renegade uses (Renegade uses 3d models, the games like TS and RA2 use 2d stuff like the voxels/shp's)

Subject: useing models from other CnC games
Posted by Titan1x77 on Fri, 28 Mar 2003 04:05:45 GMT
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how about the terrain.....i wanna make maps that have the look and feel of the terrain without having to run around them to figure out how to make 'em.

Subject: useing models from other CnC games
Posted by snipefrag on Fri, 28 Mar 2003 21:13:21 GMT
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Trust me, there is no easy way to make maps besides reading tut's and using Gmax a lot.

Subject: useing models from other CnC games
Posted by Titan1x77 on Fri, 28 Mar 2003 21:36:42 GMT
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i know this...and ive read them all.

I love my ren-x....i just want to make a map just like some of the maps in TS...i want to veiw them and imitate the maps from that game.

Subject: useing models from other CnC games
Posted by Cpo64 on Fri, 28 Mar 2003 21:53:30 GMT
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If it was posible, it would be one masive map, if it was to scale.

Subject: useing models from other CnC games
Posted by Titan1x77 on Fri, 28 Mar 2003 22:26:01 GMT
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i wouldnt make it the whole terrain

anyone know how to view the whole map from TS?

Subject: useing models from other CnC games
Posted by Sir Phoenixx on Fri, 28 Mar 2003 22:40:08 GMT
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Um, clear out the entire map ingame... (either by playing the level through, or by using a clear map cheat/trainer, which is perfectly allright)

Or get the XCC utilities and extract the level from the .mix and view it in a map editor.

Subject: useing models from other CnC games
Posted by Titan1x77 on Fri, 28 Mar 2003 23:30:28 GMT
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where can i find as map editor for TS?

Subject: useing models from other CnC games
Posted by General Havoc on Sat, 29 Mar 2003 00:06:11 GMT
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It's called Final Sun. It's third party software that you can download to edit maps in TS. You may find a link on the Westwood site though.

_General Havoc

Subject: useing models from other CnC games
Posted by Deafwasp on Sat, 29 Mar 2003 01:53:01 GMT
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snipefragTrust me, there is no easy way to make maps besides reading tut's and using Gmax a lot.

DING DING DING!

Intellagence!

Subject: useing models from other CnC games
Posted by Sir Phoenixx on Sat, 29 Mar 2003 02:39:43 GMT
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DeafwaspsnipefragTrust me, there is no easy way to make maps besides reading tut's and using Gmax a lot.

DING DING DING!

Intellagence!

BUZZZ!

There was no Intelligence found in yours.

Subject: useing models from other CnC games
Posted by Deafwasp on Sat, 29 Mar 2003 03:39:06 GMT
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Wow. You like, totaly stung me on that one. :rolleyes:

Subject: useing models from other CnC games
Posted by bigwig992 on Sat, 29 Mar 2003 04:18:09 GMT
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Or, find a map preveiw, or map picture, export it into paint shop pro or something, give it a grey scale, and convert it to a bitmap. Do the displace method, with the bitmap, its not so great, but it will get the "basics down".

Subject: useing models from other CnC games
Posted by Titan1x77 on Sat, 29 Mar 2003 05:28:33 GMT
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yea i tried final sun (didnt work) and im fed up with the xcc mixer1.25 locking up

How do i get the xcc mixer scan to cancel??

I think im just gonna work on a map idea i had in mind....

Subject: useing models from other CnC games
Posted by Cpo64 on Tue, 01 Apr 2003 18:36:04 GMT
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Titan1x77yea i tried final sun (didnt work) and im fed up with the xcc mixer1.25 locking up

How do i get the xcc mixer scan to cancel??

I think im just gonna work on a map idea i had in mind....

Thats a good idea! I think I am going to do that to!