
Subject: few modding ?s

Posted by [--oo00o00oo--](#) on Wed, 25 Feb 2004 15:20:58 GMT

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i modeled 2 forms of base defense. one a patriot missile site and the other being a gatling cannon.

i used the renhelp bone a turret tutorail and i must say it was much easier than i first thought. but i still have a few editing problems.

1st the patriot. i gave it MRLS ammo. but i need it to only shot 4 rounds and not 6. i look through the MRLS ammo preset and the MRLS vehicle preset and didnt reconize any ammo cout per shoot setting.

so ? is, how do i make it shot 4 rounds and not 6? or how do i make the AGT ammo shot 4 consecutive rounds and then reload?

now the gatling cannon. i wanted a machine gun with some ability to hurt tanks, so i attached the apache heavy machine gun to it. it works fine and all but i have 2 problems. one, when fire the gatling cannon shots in short burst not constantly. two, since the gat cannon has 2 barrels it doesnt fire down the middle. i made 2 muzzle bone so it does fire from both, but if u are something other than a tank, it just shots along side your head and wont hit u. so ?s are, how can i make it constatnly fire till the target is out of sight or destroyed and how can i make it aim at a center location?

pic of the untextured gatling cannon VVVV

Subject: few modding ?s

Posted by [Dante](#) on Wed, 25 Feb 2004 16:08:07 GMT

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gatlin guns that big where not meant for humans....

thats the issue, most dual mounted gatlin guns such as that are made for ships and planes.

you could try moving your muzzle bones to the far inside position of teh barrels, making the inside barrel the primary.

does it spin?

Subject: few modding ?s

Posted by [--oo00o00oo--](#) on Wed, 25 Feb 2004 16:25:08 GMT

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yea i notcied they were sorta too big when i got them started in a level. ima scale them down slightly, maybe that will help out. they dont spin at the moment. i just got done modeling 16 buildings in 6 days, time for a break. the final version will spin during the fire animation.

Subject: few modding ?s
Posted by [kirby651](#) on Wed, 25 Feb 2004 16:29:49 GMT
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this is a generals mod. i know it!

Subject: few modding ?s
Posted by [IRON FART](#) on Wed, 25 Feb 2004 16:49:34 GMT
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I think Its lacking detail. I want to see the one textured.

Put a central barrel on each gun. Thats where it would spin.

Subject: few modding ?s
Posted by [--oo00o00oo--](#) on Wed, 25 Feb 2004 17:34:47 GMT
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^^ i know it lack detail, but renegade is not about high poly modeling. most of the detail is in the textures. i SUCK at texturing, so im taking it slow and steady.

Subject: few modding ?s
Posted by [Cpo64](#) on Wed, 25 Feb 2004 18:27:22 GMT
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You -could- make the weapon less acurate, so it atleast has a chance of hitting the character, but that will cause its own problems :-/

Subject: few modding ?s
Posted by [--oo00o00oo--](#) on Thu, 26 Feb 2004 14:58:56 GMT
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here is a textured one

Subject: few modding ?s

Posted by [Laser2150](#) on Thu, 26 Feb 2004 15:52:18 GMT

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Your right about it not using a lot of polys..... but.....

1) throw a few more sides on the smaller barrels, and the red things on the end, add another side and make it a tad smaller.

2) Cap the small barrels and fix that ugly thing going on the front of them.

Subject: few modding ?s

Posted by [--oo00o00oo--](#) on Thu, 26 Feb 2004 16:31:10 GMT

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i didnt wanna add many sides to the barrels due to the fact they spin, so u cant reall see em anyhow. but i will do it and see how it looks. but the overall size has been dropped alot. as u can see in the 1st the bottom of the ammo boxes was near head level. now the gun barrels them selves are head level.

on another note, concerening my original problems. since i scaled the model down quite a bite, the gatling cannon now mows down infantry like it should. yet it still fires in burst. i assigned it the default attributes of the CnC_apache_heavymachinegun.

edit:

Subject: few modding ?s

Posted by [Cpo64](#) on Fri, 27 Feb 2004 01:20:27 GMT

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You don't need to add anything, it looks perfect

Subject: few modding ?s

Posted by [maytridy](#) on Fri, 27 Feb 2004 01:32:01 GMT

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Not bad at all. Those boxes don't look right though. Try using a more realistic skin on the boxes, with scratches and dirt marks. Maybe add a chamfer to them to make them "fit" with the rest of the gun.

Subject: few modding ?s

Posted by [Laser2150](#) on Fri, 27 Feb 2004 01:43:27 GMT

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Now that is much better you can already see that it is much more presentable!

as for the boxes, i dunno

Subject: few modding ?s

Posted by [laeubi](#) on Fri, 27 Feb 2004 08:28:38 GMT

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About the Rockets:

Change under --> Munitions --> Weapons ---> Weapons_Vehicles --> Weapon_MRLS_Player
The Clipsize from 6 to 4

For the Gattlings, goto --> Munitions --> Ammo ---> Ammo_Vehicles -->

CnC_Ammo_Apache_HeavyMachineGun_Ai --> CnC_Ammo_Apache_HeavyMachineGun

And change the marked values.

Just play around with htese settings, and you'll get a gatllting that will shout out an fly's eye

Subject: few modding ?s

Posted by [Havoc TE](#) on Fri, 27 Feb 2004 16:31:04 GMT

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Love the model. What about the patriot missile launcher model or is it done yet. I love the gattle model. Or they for a mod of just for fun.

Subject: few modding ?s

Posted by [--oo00o00oo--](#) on Fri, 27 Feb 2004 17:47:39 GMT

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they are for a mod, practice, and fun

Subject: few modding ?s

Posted by [Cpo64](#) on Fri, 27 Feb 2004 21:24:07 GMT

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That one does look a little too plasticity

Subject: few modding ?s

Posted by [pulverizer](#) on Fri, 27 Feb 2004 21:35:31 GMT

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hey --oo0o00oo--, I had a generals mod too. I died though, I've deleted nearly all the files. but I still have a nearly-done U.S.A barracks. If you are interested you may have it.

contact: slayer143@hotmail.com

Subject: few modding ?s

Posted by [--oo0o00oo--](#) on Fri, 27 Feb 2004 21:48:34 GMT

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^^ well i already have USA barracks modeled but not testured yet. so either find me on AIM (WTFnameNOW) or email me (ducotekhsd@earthlink.net) and send it over and i will have a look at it.

Subject: few modding ?s

Posted by [florIDIOT](#) on Sat, 28 Feb 2004 20:24:46 GMT

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oo0o00oo, your stuff looks really F*n good. They look just like generals. Hey I sent you an email about a business proposal, I'd like you to look over it. What other packages do you know besides Gmax, Do you know Max? Also what kind of training have you had in 3D, as well as any art skills.

My company is looking for an aspiring 3D artist, and I think you would fit in well, as for my other candidate, he was an ass.

Please check you email soon.

- florIDIOT

Subject: few modding ?s

Posted by [Sir Phoenixx](#) on Sat, 28 Feb 2004 20:55:37 GMT

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LOL!!!

Subject: few modding ?s

Posted by --oo00o00oo-- on Sat, 28 Feb 2004 21:11:32 GMT

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florIDIOToo00o00oo, your stuff looks really F*n good. They look just like generals. Hey I sent you an email about a business proposal, I'd like you to look over it. What other packages do you know besides Gmax, Do you know Max? Also what kind of training have you had in 3D, as well as any art skills.

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Please check you email soon.

- florIDIOT

im no stranger to sarcasm

Subject: few modding ?s

Posted by florIDIOT on Sat, 28 Feb 2004 21:18:04 GMT

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I wasn't being sarcastic. but I'm sorry you thought I was.

Subject: few modding ?s

Posted by Sir Phoenixx on Sat, 28 Feb 2004 21:48:20 GMT

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Dude, you're seriously thinking about paying him to be your 3d artist?

(--oo00o00oo--, no offense intended.)

Subject: few modding ?s

Posted by florIDIOT on Sat, 28 Feb 2004 21:54:31 GMT

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yeah. He's shows a lot of potential. It's up to him. It'd be 3D animation and graphics for presentations. Simple work, but it pays.

Now I have to go to work.
