Subject: C&C Commando : Nod Turret
Posted by Genocide on Mon, 03 May 2004 19:05:51 GMT
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Model: Me
Texture: Me

This turret fires M830A1 High Explosive Anti-Tank-Multi Purpose Shells.

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Mon, 03 May 2004 19:36:16 GMT
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Subject: C&C Commando : Nod Turret
Posted by gendres on Mon, 03 May 2004 19:40:03 GMT
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oohh cool

Subject: C&C Commando : Nod Turret
Posted by Sanada78 on Mon, 03 May 2004 19:47:58 GMT
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Was the concrete texture completely Photoshoped?

Just looks quite real, that's all.

Subject: C&C Commando : Nod Turret
Posted by bigejoe14 on Mon, 03 May 2004 19:50:20 GMT
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Not bad.

Subject: C&C Commando : Nod Turret
Posted by Genocide on Mon, 03 May 2004 20:18:09 GMT
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Hehe thanks i take that as a compliment..i only did the rust in Photoshop, the rest is natural.

The metal on the turret is also real apart from changed colours.

Seaman, that a bigass picture.

Subject: C&C Commando : Nod Turret
Posted by OrcaPilot26 on Mon, 03 May 2004 20:45:47 GMT
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not bad, not bad

Subject: C&C Commando : Nod Turret
Posted by smwScott on Mon, 03 May 2004 21:50:27 GMT
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Looks really good.

Subject: C&C Commando : Nod Turret
Posted by icedog90 on Mon, 03 May 2004 22:45:39 GMT
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The detail is great, I can't find anything wrong with it.

How many polygons is it?

Subject: C&C Commando : Nod Turret
Posted by IRON FART on Mon, 03 May 2004 22:47:34 GMT
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wow, Looks very nice.

Subject: C&C Commando : Nod Turret
Posted by TnTANDY on Mon, 03 May 2004 23:26:22 GMT
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Nice work there Commando Team

Subject: C&C Commando : Nod Turret
Posted by drunkill on Tue, 04 May 2004 07:28:15 GMT
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yeah, great job, but those 2 holes lok weird, but i'm sure i won't notice them, coz i'll kill them 1st hehe.

 Can't wait to see your tib ref, i want it to belike the one you see ingame, so it looks real, with the 2 open vats of liquid tib hehe.

Subject: C&C Commando : Nod Turret
Posted by htmlgod on Tue, 04 May 2004 10:14:47 GMT
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Mmmm, glazed with extra wax. I like how all the modeled damage in its base are exactly the same depth. But its also cool how there's a ladder, so like if you feel like getting smacked to the ground by a swiveling cannon, I mean, just have at it.

Actually my favorite part is how all the edges have seams, and are visible. But hey, I like seams, it kind of gives it the "piece of shit model" look.

Subject: C&C Commando : Nod Turret
Posted by PsycoArmy on Tue, 04 May 2004 10:44:43 GMT
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Looks good.

Subject: C&C Commando : Nod Turret
Posted by Deafwasp on Tue, 04 May 2004 10:46:39 GMT
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You my freind (htmlgod) are an asshole.

And the damage in the base being the same depth, thats not that retarded, if you know how things are made, and a LOT of turrets have the ports on the top of them, it's kinda hard to get in through the barrel.

The only thing I have to say you can improve this on is the red metal part of the skin, it just appears kinda large and blurred, and I don't think it looks right as a solid chunk, give it some more renegade turret type details, look at the skin from that.

And why the hell do you guys keep making ladders/bars so damned thick?

I like it though, a littlle work left.

EDIT: How does a turret like that get scratches on the top?

Subject: C&C Commando : Nod Turret
Posted by htmlgod on Tue, 04 May 2004 11:01:52 GMT
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Whats the idea of getting inside a turret that doesn't have any viewports or windows. And even if you could fit a person inside, that would be somewhat unethical, since being right behind the barrel of a cannon in a metal room the size of a porta-potty would almost certainly be deafening. But, you know, whatever flies.

Subject: C&C Commando : Nod Turret
Posted by Genocide on Tue, 04 May 2004 11:09:07 GMT
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Its offical, htmlgod is retarded.

Thanks deafwasp for actually giving good ole critisism, yeah in the picture posted by seaman you can see how the detail is lowered, i have a 700X700 .tga file but i had to compress to 512X512 DDS.

About the seams, ill fix them up a little bit..its not exactly easy when making the uvmaps for the type of shape that it is.

Its from Tiberian Dawn, the only simalarity it is suppose to have is the turrets shape.

Subject: C&C Commando : Nod Turret
Posted by Deafwasp on Tue, 04 May 2004 11:32:53 GMT
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actually its damned easy, what are you having problems with? Oh, are you using RenX to skin models? tsk, tsk tsk.....

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Tue, 04 May 2004 14:58:35 GMT
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icedog90How many polygons is it?

970.

Subject: C&C Commando : Nod Turret
Posted by Spice on Tue, 04 May 2004 18:16:14 GMT
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Not bad it looks nice. I like the texture.

Subject: C&C Commando : Nod Turret
Posted by Majiin Vegeta on Tue, 04 May 2004 18:57:21 GMT
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VERY nice model

nice work

Subject: C&C Commando : Nod Turret
Posted by icedog90 on Tue, 04 May 2004 20:22:40 GMT
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SeaManicedog90How many polygons is it?

970.

That's kind of a lot for a turret, including for how it looks.

Subject: C&C Commando : Nod Turret
Posted by Spice on Tue, 04 May 2004 22:18:28 GMT
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icedog90SeaManicedog90How many polygons is it?

970.

That's kind of a lot for a turret, including for how it looks.

Thats is a bit much. the original is about 600-650. Maybe you didnt hollow out the insides of the base or something. Eitherway its barable.

Subject: C&C Commando : Nod Turret
Posted by SuperFlyingEngi on Wed, 05 May 2004 00:46:41 GMT
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I bet a lot of polys went in to those cracks in the base. Could you take those out, check the poly count, and then post a picture with a flush base? Might not look all that bad and could save a lot of polys.

Subject: C&C Commando : Nod Turret
Posted by Jaspah on Wed, 05 May 2004 01:39:09 GMT
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Nice model, looks just like from Tiberian Dawn.   :thumbsup:

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Wed, 05 May 2004 15:23:14 GMT
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SuperFlyingEngiI bet a lot of polys went in to those cracks in the base. Could you take those out, check the poly count, and then post a picture with a flush base? Might not look all that bad and could save a lot of polys.

The cracks are total 44 polys.

EXdeath7Maybe you didnt hollow out the insides of the base or something. Eitherway its barable.

Nothing's inside.

Hmm, does it seem like some of you want it to be more detailed while being less detailed at the same time?

Subject: C&C Commando : Nod Turret
Posted by TnTANDY on Wed, 05 May 2004 17:47:34 GMT
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Isn't it possible to make the turret with the plane tool?
It would definetly hollow it out, but will be harder to model.(again)

Subject: C&C Commando : Nod Turret
Posted by Sir Phoenixx on Wed, 05 May 2004 18:04:09 GMT
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To make it hollow he'd actually have to model the inside. A simple box isn't hollow, 6 planes attached to form a box isn't hollow eaither.

Subject: C&C Commando : Nod Turret
Posted by icedog90 on Wed, 05 May 2004 22:28:25 GMT
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Still, the poly count should be lowered. 970 polygons are more than what any C&C structure in MP has, and we're talking about a turret here, the turrets run around 400 - 500.

Subject: C&C Commando : Nod Turret
Posted by Genocide on Wed, 05 May 2004 23:58:37 GMT
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I don't think there will be an interior and what you have to look at is we are trying to upgrade the graphics.

Im sure when your ingame and just about to be blown away from this machine, you won't really care

---

Subject: C&C Commando : Nod Turret
Posted by htmlgod on Thu, 06 May 2004 01:02:55 GMT
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But if it lowers your FPS (which a 970 polygon model with big textures can do for those people without fancy graphics cards) and causes you to die, I think you will care. Besides, its not like its 970 polygons for a more detailed model. A turret like that ought to be about (busts out calculator) 90 polygons at most, and thats assuming your barrel has 8-10 sides. +44 for your weird cracks = about 134 for the entire model. Seems a bit excessive to have 970 for a model like that. Like IceDog said, thats significantly more than entire structures for Renegade, not including the DSAPO decorations and such. Oops, almost forgot the ladder, for those of you want to climb on top of the turret and drill your way from up there (since there is no hatch). So lets see, ought to be about 48 polys max per rung, 48 x 4 rungs = 192. Wow, talk about waste of polys. Anyway, 192 + 134 (which is still a bit lenient) = 326. Thow in a few of those weird cylinders that are sticking out of it and you're at no more than 400 polygons. Still less than half of what your model is. If you want, I'll model you a replacement and slap your glazed texture on it.

On a side note, does anyone know where ACK is these days? No inflammatory remarks towards anyone who so dares to open their mouths, no updates on Renalert, no activity for the last like 4 days. Dead? Jail? Insane Asylum?

Subject: C&C Commando : Nod Turret

Posted by [Cpo64](#) on Thu, 06 May 2004 02:14:35 GMT
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How odd...

Subject: C&C Commando : Nod Turret
Posted by [Deactivated](#) on Thu, 06 May 2004 12:49:06 GMT
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Correction: The Turret is 659 polygons.

And I might remind this: Commando isn't multiplayer only.

Subject: C&C Commando : Nod Turret
Posted by [Sir Phoenixx](#) on Thu, 06 May 2004 12:51:53 GMT
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Each one of those holes on the side can't be just 44 polygons, I count about 40 in just the hole itself, you still have to count all of the polygons in the side of the base itself so that the hole can be there...

I count about 18 or so polygons in the side itself, this is an extra 16 polygons to accomodate for the hole (a square is made up of 2 polygons). That's about 60 extra polygons just for that one hole. The others look a lot closer to about 100... So that's 1 hole on each side (That first screenshot in this thread only shows 3 sides of the turret, the front left and back, so I'm guessing the other side will have a hole.), so that's about 240-400 extra polygons just for those 4 holes, plus the 400-500 or so polygons for the rest of the turret.

(Correction: In 3d modeling, triangles ARE polygons, they're not different in this case.)

Subject: C&C Commando : Nod Turret
Posted by [Deactivated](#) on Thu, 06 May 2004 13:02:40 GMT
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Poly counts
Ladders: 96
Concrete base: 282
Cracks: 44
Turret: 120
Barrel: 70
Bolt: 22
Hatch: 25

Subject: C&C Commando : Nod Turret
Posted by Sir Phoenixx on Thu, 06 May 2004 13:16:37 GMT
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There was 970 polygons in that model, what happened to the other 311 polygons?

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Thu, 06 May 2004 13:18:44 GMT
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Sir PhoenixxThere was 970 polygons in that model, what happened to the other 311 polygons?

970 is polycount shown in W3d viewer.

Subject: C&C Commando : Nod Turret
Posted by Sir Phoenixx on Thu, 06 May 2004 13:20:19 GMT
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Of course it is, that's the polygon count of the model.

If you open the polygon count window in gmax/renx it'll show the same number of polygons (triangles).

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Thu, 06 May 2004 13:25:51 GMT
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Sir PhoenixxIf you open the polygon count window in gmax/renx it'll show the same number of polygons (triangles).

Polycount in gmax: 659

Subject: C&C Commando : Nod Turret
Posted by Genocide on Thu, 06 May 2004 19:06:37 GMT
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HTMLGOD –
If we were to make a turret for 134 polys it would look no more than a pile of crap.

For Those Who Don't Know:

will be in Renegade.

box is divided into 2 triangles, hence making more vertexes.

The turret texture uses normal 512X512 texture maps and as Commando will be its own game, it will not be the over 1.0 gig file size of Renegade, hence making less lag and Gameplay problems.

Subject: C&C Commando : Nod Turret
Posted by htmlgod on Thu, 06 May 2004 20:51:35 GMT
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W3d viewer's render device is the same as Renegade's, so if it renders at 970 polys in w3d viewier, you're seeing the mesh exactly the same as it will be rendered in-game. Also, the reason that Renegade has a large always.dat (and associated files) is due to singleplayer sounds, missions, and related models and textures. None of that matters in-game, only load time is affected by that - there is less to load in a reduced always.dat version of the game. I'd understand if you were adding polygons to add detail, but it seems like lots of polygons are going to waste for a relatively simplistic model - its not exceptionally detailed, yet that is your defense for its rather outlandish polygon count.

Subject: C&C Commando : Nod Turret
Posted by Cpo64 on Thu, 06 May 2004 21:38:52 GMT
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If I take a flat plane, the least number of polys I can have is 2, now adding a extra 50 to that plane, will not add any detail, its still a flat plane...

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Fri, 07 May 2004 08:54:06 GMT
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If I take a flat plane, the least number of polys I can have is 2, now adding a extra 50 to that plane, will not add any detail, its still a flat plane...

But the thing is that it's not flat, it's a box with semirounded edges.

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Fri, 07 May 2004 21:47:52 GMT
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It still doesn't look like a turret. It's off-center and has way too many polygons.

The texture job isn't too good, either.

Subject: C&C Commando : Nod Turret
Posted by Aimbots on Fri, 07 May 2004 22:05:56 GMT
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AircraftkillerIt still doesn't look like a turret. It's off-center and has way too many polygons.

The texture job isn't too good, either.

hes alive!

Subject: C&C Commando : Nod Turret
Posted by Genocide on Sat, 08 May 2004 00:03:57 GMT
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Yeah you can definately tell Aimbots lol.

Well atleast it goes without saying for the effort you put into yours aircraftkiller.

Subject: C&C Commando : Nod Turret
Posted by sniper12345 on Sat, 08 May 2004 05:28:09 GMT
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Aircraftkiller

The texture job isn't too good, either.

Subject: C&C Commando : Nod Turret

Posted by [Deactivated] on Sat, 08 May 2004 09:56:39 GMT
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AircraftkillerIt still doesn't look like a turret. It's off-center and has way too many polygons.

The texture job isn't too good, either.

Nothing's enough fine for ya? :rolleyes:

It needs to be 2 polys, with exteme detail with 2x2 texture map that is so sharp that it cuts a hole in to your monitor.

Subject: C&C Commando : Nod Turret
Posted by [PsycoArmy] on Sat, 08 May 2004 10:48:07 GMT
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Yeh man You cant make anything too good or too crap in this forum.

Subject: C&C Commando : Nod Turret
Posted by [Sir Phoenixx] on Sat, 08 May 2004 16:34:36 GMT
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The turret is off center (the center of the turret should be over the center of the base, right now it's too far back), it's way too many polygons (remove those silly holes in the sides (which don't even look like real holes) and it'll be about 500-600 instead of almost 1000), and the texture isn't that good... :rolleyes:

edit...

The blue line/x/dot is where it should be, the center of the base, the red line/x/dot is where the turret is. (approximately...)

Subject: C&C Commando : Nod Turret
Posted by [Deactivated] on Sun, 09 May 2004 19:28:46 GMT
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Sir Phoenixxand the texture isn't that good... :rolleyes:

Try making one yourself.

Subject: C&C Commando : Nod Turret
Posted by Sir Phoenixx on Sun, 09 May 2004 21:05:39 GMT

Quote:Try making one yourself.

A turret texture or a texture in general?

The Renegade Alert M16A1...

The Renegade Alert shock rifle... (the two warning logos were added later by Darkblade)

Orca from Tiberian Dawn... (low polygon, intended for an rts mod)

Nod construction yard, powerplant, and advanced powerplant... (intended for an rts mod)

GDI construction yard, powerplant, and advanced powerplant... (same...)

All of these were created entirely by hand, unlike that turret.

Subject: C&C Commando : Nod Turret
Posted by Nodbugger on Sun, 09 May 2004 21:35:19 GMT

That does not make them better.

Subject: C&C Commando : Nod Turret
Posted by Nodbugger on Sun, 09 May 2004 21:40:13 GMT

And how many times do i need to tell you people. polys do not matter that much in Renegade. You could have 300 hundred of those turrets on one map and it won't change the frame rate. I have tested it before.

I put a 1 million poly Abrams tank on a map. the computer was 400mhz. it has 64mbram and an ati rage video card. And it stayed at its average 4ps.

Subject: C&C Commando : Nod Turret
Posted by htmlgod on Sun, 09 May 2004 21:59:56 GMT

4 fps doesn't quite cut it for most of us.

Subject: C&C Commando : Nod Turret
Posted by Nodbugger on Sun, 09 May 2004 22:13:15 GMT

htmlgod4 fps doesn't quite cut it for most of us.

Well if you read my pos tit would. Normally the computer got 4ps. With 1 million polys it still got 4 fps. Try it. Make a map with 1 million polys.

Subject: C&C Commando : Nod Turret
Posted by htmlgod on Sun, 09 May 2004 22:22:10 GMT

Well if you honestly expect your FPS to go below 4, then you have a problem. But just because you can't get your computer to go below 4 doesn't mean that a faster computer would not go below 10 or 14 or something. Polygon count does matter, ask anyone. Besides, the effect of CPU usage is not as noticeable in 1 player LAN, which is probably how you performed your "test."

Subject: C&C Commando : Nod Turret
Posted by Nodbugger on Sun, 09 May 2004 22:28:12 GMT

htmlgodWell if you honestly expect your FPS to go below 4, then you have a problem. But just because you can't get your computer to go below 4 doesn't mean that a faster computer would not go below 10 or 14 or something. Polygon count does matter, ask anyone. Besides, the effect of CPU usage is not as noticeable in 1 player LAN, which is probably how you performed your "test."

I tested it on 4 computers.

2 Extremely low end. 2 extremely high end. None of them found a change in any mode. You can ask doitle. I send him the link to this thread.

Subject: C&C Commando : Nod Turret
Posted by Spice on Mon, 10 May 2004 02:01:49 GMT

What RTS game is that for a generals mod. Looks like it at least. Just asking , wondering if there was a site. I Would really want to follow that mod

Subject: C&C Commando : Nod Turret
Posted by Doitle on Mon, 10 May 2004 02:56:08 GMT
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It wasn't 4ps it was 12fps. It was my computer we did the test on.

It was a Compaq Presario 5240 computer with a 400 mhz AMD K6-2 and a ATI rage Lt pro OEM 4 mb card. It had 64MB of ram and a 10 gb hd. Not too high end. After finally getting renegade to even run, I got between 10 and 12 fps with the graphics down. We took a abrams tank off of... the3dstudio.com I beleive, and added it to a blank map with no texture on it, flat color. It was around 1 million, cant remember if above or below, and I added one, it didnt even chug, ran like normal, added 5 more. and had the whole screen covered in giant abrams with havoc runnin around them and I didnt get any performance hit. Thus I have concluded that poly do not matter, or at least matter very little.

Subject: C&C Commando : Nod Turret
Posted by SuperFlyingEngi on Mon, 10 May 2004 21:06:54 GMT
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Hm...see what happens when you put a texture on them.

This whole "polys don't matter" thing sounds too good to be true to me...

Subject: C&C Commando : Nod Turret
Posted by Cpo64 on Mon, 10 May 2004 23:19:31 GMT
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I once made a sphere with multimillion polys after takeing 10 min to export, I loaded it up in LE, after sitting for a few min, it crashed, claiming lack of memory,

Don't say poly #'s are not important, tho the performance hit may be small, it does add up...

Why use more polys then you have too?

Subject: C&C Commando : Nod Turret
Posted by Nodbugger on Mon, 10 May 2004 23:55:31 GMT
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Cpo64
Why use more polys then you have too?

Because you can.

Subject: C&C Commando : Nod Turret
Posted by Sanada78 on Tue, 11 May 2004 00:01:58 GMT
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The only problem I'd have with using more polygons is if you didn't use them efficient enough. I can tell you now that more polygons DOES have an effect on performance. When modeling on my laptop, once a model/scene goes over 5000 polygons, since it's not a very powerful laptop, the strain on it shows after that limit. Every vertical point has to be processed, so more will obviously have an effect.

I have no problem with using more polygons to make a model more detailed. I tend to have a problem going over my limit by adding more detail, but I make sure I can use them as efficiently as possible. I'd rather like to play a game with more detail models than a game with vehicles that look like blocks on wheels. We're now up to computers with 3GHz P4's and 256 MB GFX cards, why not use them well?

Most people now have computers above 1GHz and a Geforce 2, but some still don't. I wouldn't sacrifice detail so those people on older machines can have better performance. That's like saying the next released games shouldn't improve graphics, so it'll run on older machines (although you have settings to select detail levels). Take FarCry for example, it needs something like a 2GHz with 512 MB to run okay with reasonable high detail.

Subject: C&C Commando : Nod Turret
Posted by icedog90 on Tue, 11 May 2004 05:35:51 GMT
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OK. Tell me why this happens if, in your case, polygons do not affect anything?

Before:

After:

The test level I made is about 7500 polygons without the trees. Each tree is 200 polygons. No, those are not DSAPO trees.

I tested this with my computer, which runs at 2.1Ghz Athlon XP 2600, 512MB DDR PC2700, 256MB Geforce FX 5600XT, and 80GB 7200RPM Hard drive.

Subject: C&C Commando : Nod Turret
Posted by Oblivion165 on Tue, 11 May 2004 06:00:28 GMT
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howcome your snow works? everytime i make snow it never looks right, its always bright.

The test shows results

Subject: C&C Commando : Nod Turret
Posted by Madtone on Tue, 11 May 2004 09:19:57 GMT
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Polys don't matter much at all, its textures you gotta worry about.

Dante.. Where you at.. come set this guys straight!

Test a high poly level with no textures, then test a high poly level with basic textures, then as soon as you add transparency to textures it gets worse and the more textures the more the CPU has cope with.

Its mostly just textures, not polys!

p.s. Icedog, try an add some high poly things with no transparency and then post a screenie

---

Subject: C&C Commando : Nod Turret
Posted by Sir Phoenixx on Tue, 11 May 2004 12:31:04 GMT
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NodbuggerCpo64
Why use more polys then you have too?

Because you can.

That's the n00b excuse.

Subject: C&C Commando : Nod Turret
Posted by Nodbugger on Tue, 11 May 2004 20:26:16 GMT
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Sir PhoenixxNodbuggerCpo64
Why use more polys then you have too?

Because you can.

That's the n00b excuse.

No. Thats the I'm not a uptight bitch about polys excuse.

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Tue, 11 May 2004 23:02:13 GMT
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try doing some unwrapped uv texturing... create a map that has specific edge work to make the sides more realistic... the simplified texture is a bit obvious. It's a nice start though. It needs some chipped and cracked concrete edges... the color of the bottom on the concrete should also have some aging... maybe a dirt staining from the ground up or even some moss green along with the dirt. Try variation in the metals... steel/composite... more values of greys.   my 2 cents.

Subject: C&C Commando : Nod Turret
Posted by Sir Phoenixx on Tue, 11 May 2004 23:42:31 GMT
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NodbuggerSir PhoenixxNodbuggerCpo64
Why use more polys then you have too?

Because you can.

That's the n00b excuse.

No. Thats the I'm not a uptight bitch about polys excuse.

No, seriously, that's the 'I don't know what the hell I'm doing with this 3d stuff so I'll just put a lot of unecessary polygons on here for no reason at all.'.

There's a big difference between putting a bunch of polygons into a model just for the sake of having a higher polygon count, and adding actual detail that results in the polygon count going up.

Subject: C&C Commando : Nod Turret
Posted by icedog90 on Wed, 12 May 2004 00:05:21 GMT
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Madtonep.s. Icedog, try an add some high poly things with no transparency and then post a screenie

I used 1024 poly teapots with no texture this time. I still get a drop, but not as bad as the first:

Before:

After:

You can't say only textures make a difference. Everything makes a difference, but only when they are added up together. Having non textured big poly objects won't drop you down much, nor does having a low poly but big textured object. It takes polygons, textures, and lots of objects to slow you down a lot. That turret, being that it has a big texture and a pretty high polycount, it can reasonably slow down the mod after being added in with a lot of other high quality structures/units.

The trees I tested, they have a normal texture with alpha channel, a pretty high polycount, and lots of objects in each tree (probably 15 objects per tree). It took seven of those to drop my fps while looking at them or being near them.

Also, even though I only got a 7 fps drop this time, please note that my graphics are on the highest, and I'm on 1024x768 resolution. Slower computers can get a bigger drop than me.

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Wed, 12 May 2004 00:10:36 GMT
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the key is using one draw call for an object... meaning 1 texture & 1 object in a single 3wd file. the amount of uv mapping you do also has an effect even though the w3d viewer will not show that. These are video card related issues and hurt performance... I took a renegade engine and slammed 500k polys in it without textures and it ran fairly decent... low texture count and fewer object counts in one w3d file... makes for better performance everytime... optimum being 1 texture and 1 object.

Subject: C&C Commando : Nod Turret
Posted by Sanada78 on Wed, 12 May 2004 00:22:24 GMT
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I've conducted a little test; I just want to see what everyone's opinion is on what is a good use of polygons and what isn't.

I have 4 pictures (A - D) of some simple objects.

1A. Box with 6 sides.

Polygons = 12

1B. Box with 6 sides.

Polygons = 1200

Both boxes appear the same physical shape, just that one has a lot more polygons. 1B has excess polygons that can be removed without affecting the objects detail.

2A. Sphere with 12 segments.

Polygons = 120

2B. Sphere with 64 segments.

Polygons = 3968

Both spheres have a different physical shape. 2A is a lot more rigid and sharp, where as 2B is a lot smoother. Unlike 1B, none of the polygons are being wasted in 2B. If you were to remove some of the polygons from 2B, the detail will be affected.

State what you think in this format:

Example

1A is a good use of polygons.

<Reason>

There is an obvious factor that performance will decrease with higher detail models, but that doesn't mean that unnecessary polygons are being used.

Subject: C&C Commando : Nod Turret
Posted by SuperFlyingEngi on Wed, 12 May 2004 00:30:20 GMT
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1A is a good use of polys because you'd have to be suffering from multiple brain tumors to add more polys to a flat surface. However it is also irrelevent because how many squares do you see running aroun Renegade?

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Wed, 12 May 2004 00:37:02 GMT
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smoothing groups will ramp up the performance hit too. that 1a cube uses 6 sides... looks like 8

verts right... if you use a seperate smoothing group for each side you'll now have 24 verts... this is more important than polys in my opinion. Video cards also have a sort of allotment for memory... not sure the spot on # but if you use less than I think 128 polys you not really saving on performance... you might as well just use up to and as close to that # as possible... I think it doubles each time too... 256 I think... if you use more than 128 than you might as well use 255... get it.

Subject: C&C Commando : Nod Turret
Posted by icedog90 on Wed, 12 May 2004 05:55:42 GMT
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SuperFlyingEngi1A is a good use of polys because you'd have to be suffering from multiple brain tumors to add more polys to a flat surface. However it is also irrelevent because how many squares do you see running aroun Renegade?

Exactly. There is no point to adding more polygons for obscure reasons, or worse, absolutely no reason. Even if it's not going to affect the performance (like said above), it's just good modeling practice not to use polygons in places that you don't really need them.

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Wed, 12 May 2004 22:49:40 GMT
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I'd listen to this man if I were you people. He's... Well, he knows what he's talking about. Lets leave it at that.

Good to see you again, too. Ring me up on ICQ if you're still around.

phlakatonthe key is using one draw call for an object... meaning 1 texture & 1 object in a single 3wd file. the amount of uv mapping you do also has an effect even though the w3d viewer will not show that. These are video card related issues and hurt performance... I took a renegade engine and slammed 500k polys in it without textures and it ran fairly decent... low texture count and fewer object counts in one w3d file... makes for better performance everytime... optimum being 1 texture and 1 object.

Subject: C&C Commando : Nod Turret
Posted by icedog90 on Thu, 13 May 2004 00:40:45 GMT
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Yes, he does make sense, and that is a good tipful way of keeping your level running smooth.

So Aircraftkiller, you got your new computer? It's about time... We've been missing you. :rolleyes:

Subject: C&C Commando : Nod Turret
Posted by Havoc 89 on Thu, 13 May 2004 01:57:15 GMT
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why are you guys worried about the polycount so much??? 950 isnt even alot. and its not like there are going to be 50 of these things. this thing looks awesome. even tho it may not seem to be 950 but you can tell there are quite alot of areas chamfered and the cracks add the most detail. i dont think changing it would be a good idea. besides its not like when you are playing this mod your going to say... ohh look!!! there is too much polys on that turret, and stop in the middle of the game infront a turret and just stare at it. :rolleyes:

good job genocide! looks kick ass!

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Tue, 18 May 2004 15:11:38 GMT
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And for a comparison, the Renegade guard tower is 1500 polys.

Subject: C&C Commando : Nod Turret
Posted by Sir Phoenixx on Tue, 18 May 2004 20:27:35 GMT
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They can't be compared, besides being completely different, the AGT has more detail, and an interior.

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Tue, 18 May 2004 21:08:58 GMT
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Sir PhoenixxThey can't be compared, besides being completely different, the AGT has more detail, and an interior.

I am not talking about the AGT, I'm talking about the regular Guard Tower.
The sandbags are 1000 polys.

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Tue, 18 May 2004 21:24:52 GMT
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Which is why it was never used in the game, ever think about that?

Subject: C&C Commando : Nod Turret
Posted by Slash0x on Wed, 19 May 2004 14:50:38 GMT
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All I know is Westwood didn't really finish Renegade when they released it. They were already behind on the expected date of release, so that is probably why... Only if they had more time to make it "perfect"...

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Wed, 19 May 2004 15:38:23 GMT
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They had four years. There was plenty of time.

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Wed, 19 May 2004 15:49:43 GMT
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The initial work for Commando started on year 1997.
They could have started it earlier, but the technology of that day wasn't powerful enough to handle realistic third person action shooters.

Subject: C&C Commando : Nod Turret
Posted by Slash0x on Wed, 19 May 2004 20:02:19 GMT
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AircraftkillerThey had four years. There was plenty of time.

What I meant to say was the day that Renegade was released was not the exact day they said and advertised. I remember waiting beyond the release date to buy it. My family bought it on the 1st day it was out. So that means that they obviously did not have it done on the release date expected. Like the flying patch, for example. They did not come out with flying maps until that first patch. Even Field was fixed about 2-3 times because of harvy and other bugs.

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Wed, 19 May 2004 20:41:15 GMT
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If you know about how the development philosophy worked at Westwood at the time then you know nothing was finished when it shipped... always room for improvements... always something missed... it's not really about "is it done" It's more about is the market ready at this moment... is the competition too much. Too many factors play into the release date that override it being

"finished."   Renegade was micromanaged to death and it evolved for so long that it missed it's mark by a solid year if you ask me. The multiplayer component was done quick and THAT was actually how the developing should have been done in the 1st place... it was done quick and shipped quick with the game... no time to fiddle with it... other than the obvious flaws and bug fixes but hey... it was cool and still is.

My 2 cents.

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Thu, 20 May 2004 17:23:04 GMT
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The multiplayer mode did already exist in 2000.

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Thu, 20 May 2004 17:34:32 GMT
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The multiplayer mode was a tiny little component not developed much past the bare bones in 2000.   The real (and I mean real thought and coding) work was done about 1 year from the ship date on the multiplayer portion. Tom Spencer Smith and Steve Tall did tons on it in the last year. Lots of testing in the last half of the years... lots of maps made quick! It was done last and it's ironic that it was the best part of the game.

Subject: C&C Commando : Nod Turret
Posted by PiMuRho on Thu, 20 May 2004 17:35:18 GMT
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Multiplayer was only really added in the last 6 months, mainly because it wasn't the primary focus of the game. EA weren't even interested in multiplayer.

Or basically what Phlakaton said

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Thu, 20 May 2004 17:58:10 GMT
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Guess who he is Pi. Just guess!

Subject: C&C Commando : Nod Turret

Posted by KIRBY098 on Thu, 20 May 2004 18:03:55 GMT
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I promised I wouldn't tell. You probably shouldn't either.

Subject: C&C Commando : Nod Turret
Posted by PiMuRho on Thu, 20 May 2004 18:21:18 GMT
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I could guess all day, but there's no guarantee that you'd tell me

I can eliminate a few people, but not enough to make an educated guess...

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Thu, 20 May 2004 19:09:38 GMT
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Try that Seth topic, it's pretty obvious in there.

Subject: C&C Commando : Nod Turret
Posted by Slash0x on Thu, 20 May 2004 19:35:51 GMT
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AircraftkillerTry that Seth topic, it's pretty obvious in there.
Link me!

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Thu, 20 May 2004 19:38:21 GMT
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I wonder... at one picture, Mike Ward is listed as Producer while in the final Renegade credits he is only mentioned in the special thanks section.

Subject: C&C Commando : Nod Turret
Posted by PiMuRho on Thu, 20 May 2004 19:56:59 GMT
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Still only narrows it down to a few people. My knowledge of Westwood staff isn't as encyclopaedic as yours

---

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Thu, 20 May 2004 19:57:41 GMT
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Lead something... lead... hmm

Keep guessing lol

Subject: C&C Commando : Nod Turret
Posted by icedog90 on Fri, 21 May 2004 00:25:32 GMT
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Aircraftkiller is having fun with you guys.

Subject: C&C Commando : Nod Turret
Posted by Phoenix - Aeon on Fri, 21 May 2004 04:29:41 GMT
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Eric Kearns?

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Fri, 21 May 2004 09:00:54 GMT
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-- Lead Artists --
Elie Arabian   (Characters, Vehicles, Weapons, Animations, In-game Cinematics)
Joseph Black   (Levels, Buildings, Light mapping)
Eric Kearns   (Levels, Multiplayer Levels, Light mapping)

Subject: C&C Commando : Nod Turret
Posted by Phoenix - Aeon on Fri, 21 May 2004 16:00:14 GMT
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I know that, I'd assumed that it would be either EK or JB since they're level designers, furthermore
I figured it was more likely to be EK since the Petroglyph team seem to be getting involved in the
community at the moment and as far as I'm aware JB isn't with Petroglyph. Of course I couid be
going in completely the wrong direction here but hey, it's fun to try and figure it out.

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Fri, 21 May 2004 16:07:06 GMT

Eric Kearns and Joe Black didn't really do much "design" on the levels but they did act as minor slaves to the design process with the design team. Working with a designer to make levels. Then the wonderful task of going down the lightscape road and re-doing it about 10 times when something needed to move 15 meters or add something. Not a fun gig when the lightscape process could take up to 3 days on a big level. Multiplayer maps were a bit more forgiving ... at least they were small. LOL. Hmm... why would I talk in 3rd person? Strange.

Subject: C&C Commando : Nod Turret
Posted by KIRBY098 on Fri, 21 May 2004 16:30:51 GMT

phlakatonEric Kearns and Joe Black didn't really do much "design" on the levels but they did act as minor slaves to the design process with the design team. Working with a designer to make levels. Then the wonderful task of going down the lightscape road and re-doing it about 10 times when something needed to move 15 meters or add something. Not a fun gig when the lightscape process could take up to 3 days on a big level. Multiplayer maps were a bit more forgiving ... at least they were small. LOL. Hmm... why would I talk in 3rd person? Strange.

Too much time at EA staff meetings is my guess.

Subject: C&C Commando : Nod Turret
Posted by Phoenix - Aeon on Fri, 21 May 2004 16:48:06 GMT

meh, I give up.

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Fri, 21 May 2004 16:50:07 GMT

Ya know... the Borg cube was not a place I recommend for work. It's a machine. They have a philosophy for making games that just spawns contempt and anguish from the workers. Eat you up and spit you out... only to replace you with a fresh new soul from art college. Beware... the middle management will come for you... and if you can't appeal to all (of their opinions about 1 game object then it's doom! HAHA. SOrry... rambling again...

btw -- Joe Black owns a Boblbee store on the strip now... doesnt make games at the moment.

Subject: C&C Commando : Nod Turret

Posted by Phoenix - Aeon on Fri, 21 May 2004 16:56:45 GMT
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LMFAO, resistance is futile indeed.

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Fri, 21 May 2004 16:58:48 GMT
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Back on topic.. when I attached several parts of the Turret model together, the total amount of polys in W3d viewer dropped to 683.

Subject: C&C Commando : Nod Turret
Posted by Ferhago on Tue, 25 May 2004 05:44:57 GMT
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Well assuming he isnt flat out lying he is either Joseph Black or Eric Kearns.

Of course the last statement refers to joseph black which means he would be eric kearns unless he is STILL refering to himself in the third person in which case he would be joseph black but he already contrdicted himself earlier because if he was reffering to himself in the third person he would not have said "Why am I talking in the third person"

Hmmmm

FFS I think he is eric kearns. everyone probably figured it out already though.

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Tue, 25 May 2004 05:58:10 GMT
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/me whistles...

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Tue, 25 May 2004 10:26:40 GMT
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Aircraftkiller/me whistles...
as you hoard those E3 models and aren't giving them to somebody who really needs them.
cough

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Tue, 25 May 2004 15:48:58 GMT
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always 2 there are... a master and an apprentice.

So... I remember making that Nod Turret for Renegade many years ago... we had ladder rungs on it and a hatch on top that opened... then we figured those were a waste cause we didn't need em for gameplay... cool looking though. Maybe I can dig up an image of that bloody thing somewhere. I can't remember... there is a turret in the game right? One that is like the one built here?

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Tue, 25 May 2004 16:07:12 GMT
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This one?

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Tue, 25 May 2004 16:09:42 GMT
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HAHAHA.... damn... forgot that's what it looked like. Ok.

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Tue, 25 May 2004 16:15:06 GMT
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I cast my guess.. you're Joe Black?

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Tue, 25 May 2004 16:41:20 GMT
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Nah. haha

Subject: C&C Commando : Nod Turret
Posted by sniper12345 on Tue, 25 May 2004 16:48:28 GMT
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Kearns?

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Tue, 25 May 2004 16:51:20 GMT
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Next is.. "Who Wants to Be a Millionaire?"

Question: Who is phlakaton?

A: Pat Jenkins B: Joseph Black
C: Eric Kearns D: Matt Cooley

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Tue, 25 May 2004 16:52:33 GMT
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So it's dragged out long enough... I come clean. Yup. Kearns it is. I like ramblin' on about stuff in these forums... if I remember how to do any of this stuff anymore I can offer some advice and pointers I guess.

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Tue, 25 May 2004 17:42:05 GMT
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SeaManAircraftkiller/me whistles...
as you hoard those E3 models and aren't giving them to somebody who really needs them.
cough

Kearns, if you wonder what this about...
-In a strange fist of fate Aircraftkiller was chosen by Louis Castle to keep several Renegade models from E3 2000, which were designed by you.
-Later, Aircraftkiller announces that he has those models.
So, I decide to ask him nicely if I can use them for my upcoming C&C Renegade project. He says no.
-Then, when I post about several features included in my project, he comes and asks how to add them to his own project.
I wanted him exchange the models and I would give him information on how to add those features. He says no.

What I need is the E3 2000 models for Flame Tank, Recon Bike and Nod Harvester. Obtaining them would be a vital part of C&C Commando's progress.
Also, Aircraftkiller isn't going to use those models for a long time, if ever.

So, as you're the original author of those models.. what do think?
Should Aircraftkiller keep storing them, or should he release them for use in C&C Commando?

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Tue, 25 May 2004 18:08:12 GMT
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My 2 cents...

Anything that Westwood made and is out there for Renegade should be freely distributed. Who made these Westwood assets no bearing on the issue. If someone wants to keep these models and not distribute them to the community then it's everyone's lose. The idea of having a mod community to me means everyone shares assets and everyone tries to make their own cool maps using the assets (or their own new ones). If someone wants to keep certain items under their thumb and not let everyone play with em then shame on you. Be a pal and let these people share the fun.

Off my soapbox now. Lol.

Subject: C&C Commando : Nod Turret
Posted by Mad Ivan on Tue, 25 May 2004 18:16:08 GMT
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a million thumbs up for phlakaton!

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Tue, 25 May 2004 18:45:26 GMT
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phlakatonMy 2 cents...
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Thanks for your opinion.

And, oh, I haven't even said Hi yet.
http://www.cannis.net/commando/images/renegade/team/team006.jpg
So, hi Eric!

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Tue, 25 May 2004 18:48:47 GMT
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That picture is an all time low... was eating fast food all day and night... LOL. Dropped the lbs and got some exercise since then... remember... sitting in front of a computer without exercise can be dangerous to your health.

Subject: C&C Commando : Nod Turret
Posted by Mad Ivan on Tue, 25 May 2004 19:02:00 GMT
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hehe...you look puffy on that picture
Hi!

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Tue, 25 May 2004 19:16:41 GMT
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phlakatonMy 2 cents...

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Off my soapbox now. Lol.

I only give out things when they're needed. SeaMan "thinks" he needs them, but he's not doing anything. All it looks like is "I want you to give me all that cool stuff so I can play with it," not "I want you to give me that cool stuff so I can put it to use."

I gave him the conditions I'd release them under, e.g. "You get some actual work done, show me levels, buildings, vehicles, soldiers, weapons, all of it to the point of where it's going to be a playable alpha or beta and I'll give them away without a problem."

Instead of doing what I ask, he spends his time trolling the forum, posting "give me E3 models nowzor" every single time the subject is brought up. I won't release things that people will waste.

And yeah, you do look a lot different in that Petroglyph group photograph. I couldn't even tell who you were until Cypher pointed you out.

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Tue, 25 May 2004 19:16:51 GMT
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Well.. sorry about that. Couldn't find anything else.
Though I spend a lot of time on the computer, I'm fine.
Cycling and swimming is fun.

By the way, do you still make computer art?

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Tue, 25 May 2004 20:23:38 GMT
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Too bad. Someone might use em for something cool.

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Tue, 25 May 2004 20:45:29 GMT
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I consider giving them out, but we're using them anyway... I just wish someone here would do
what I ask so I could give them out without thinking "great, I just wasted 10 minutes so some
goober can run around telling everyone he made them himself and copy them to every C&C
website and claim credit for them."

Subject: C&C Commando : Nod Turret
Posted by Genocide on Tue, 25 May 2004 23:01:37 GMT
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Well the fact of the matter is that they are going to be put to a good use, Eric created these and
it's his authority to say who has them.

As a kid did you ever share your toys with your friends, did you ever let the person have a
chance? Or was you the boy in the corner, selfish and necessarily unkind?
Commando is going somewhere, I remember when Renalert was pretty much nothing and I have
the videos to prove it, nothing should stop you from letting commando have them.

Considering giving them out is not enough, and commando isn't just saying we should have
them and don't share like yourself, the commando team would share the original assets with
the community.

Failing to understand how to share is somewhat sad, I hope this is resolved and you realise that
you know, don't be afraid to be kind.

Subject: C&C Commando : Nod Turret
Posted by Ferhago on Tue, 25 May 2004 23:12:34 GMT
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SeaManSeaManAircraftkiller/me whistles...
as you hoard those E3 models and aren't giving them to somebody who really needs them.
cough

Kearns, if you wonder what this about...
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So, as you're the original author of those models.. what do think?
Should Aircraftkiller keep storing them, or should he release them for use in C&C Commando?

Oooookay this is pretty much what I got from that.

"Waaaaah mommy he wont share his toys with me make him share!"

Anyone else get that?

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Tue, 25 May 2004 23:17:04 GMT
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It's simple. I'll find a way to post all the stuff I have so everyone and their mother can get it and use it. If someone wants to run around claiming it was something they made then I'll call their bluff and we'll be done with it.

Now I would figure there would be some opposition to this idea because people are keeping some goods to themselves claiming they have a right to keep certain things private to their mod. So fire away or flame it up or whatever it is that you want to do with such fodder.

Subject: C&C Commando : Nod Turret

Posted by Genocide on Tue, 25 May 2004 23:26:03 GMT
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Thankyou!

I find this is the best way and that this way no one will bitch about "ha ha i have them and you don't"

EDIT: Congratulation's Ack, im glad you did this

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Tue, 25 May 2004 23:32:38 GMT
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GenocideWell the fact of the matter is that they are going to be put to a good use, Eric created these and it's his authority to say who has them.

As a kid did you ever share your toys with your friends, did you ever let the person have a chance? Or was you the boy in the corner, selfish and necessarily unkind?
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Failing to understand how to share is somewhat sad, I hope this is resolved and you realise that you know, don't be afraid to be kind.

Uhh, don't lecture to me about sharing. "Commando" has been in the works for months now, and all I've seen is a SAM Site, a cargo truck, and a weapon. The rest of it is Renegade concept art, and some 8x8 pixels from C&C.

I'll save Eric the trouble and upload all this stuff to the public.

http://dynamic6.gamespy.com/~renalert/forum/index.php?act=ST&f=3&t=1953

Go ahead and mess with them. I still want to see some progress on this. If all it's going to be limited to is "how many gimmicks I can put in Renegade," then I don't know why you asked to begin with, Seaman.

Subject: C&C Commando : Nod Turret
Posted by Genocide on Wed, 26 May 2004 00:10:37 GMT
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Nod Tank and Nod Bike is obsolete.

Eric if you have anything else thats not in there please post it.

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Wed, 26 May 2004 00:20:40 GMT
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Everything there imported fine for me, so try reinstalling your W3D importer. Everything else that isn't in there are animations for a player getting into the bike, and that's about it. The A-10 is there, too, but that's identical to the one in Renegade so it doesn't matter.

Oh, and by the way, you're welcome.

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Wed, 26 May 2004 06:57:14 GMT
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WOW
But...
Nod Bike and Tank are not properly exported.
Flame Tank has missing textures.

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Wed, 26 May 2004 07:00:39 GMT
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Now get to work and show something for once, like I've been telling you to do now for about six months. I'm getting irritated with waiting for you to do something other than whine about wanting what you just got.

Subject: C&C Commando : Nod Turret
Posted by PiMuRho on Wed, 26 May 2004 07:00:42 GMT
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Not bothered about the textures, but there's definitely something wrong with the Nod bike and tank.

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Wed, 26 May 2004 07:03:53 GMT
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I don't know what's wrong with the W3D files. They imported perfectly fine for me.

Subject: C&C Commando : Nod Turret
Posted by Mad Ivan on Wed, 26 May 2004 07:08:20 GMT
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phlakatonIt's simple. I'll find a way to post all the stuff I have so everyone and their mother can get it and use it.
lol!

Good job on releasing the files, AK

Subject: C&C Commando : Nod Turret
Posted by PhrozenUnit on Wed, 26 May 2004 07:09:54 GMT
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V_NODBIKE.w3d and V_NODTNK.W3D are "under-sized", The Nod bike being 1 kb big and the Nod tank being 5kbs big. All they have in them are lights.

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Wed, 26 May 2004 07:13:19 GMT
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AircraftkillerI don't know what's wrong with the W3D files. They imported perfectly fine for me.

It might be possible that you missed something.
The Nod recon bike is only 608 bytes.

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Wed, 26 May 2004 07:17:30 GMT
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I didn't miss anything, those W3D files are what I got. Anything else is on my old hard drive, or was accidentally deleted... Or is redundant, like the A-10.

Subject: C&C Commando : Nod Turret
Posted by Mad Ivan on Wed, 26 May 2004 07:22:05 GMT
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btw, ak, people must credit you when using the assets, right?

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Wed, 26 May 2004 07:23:56 GMT
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Yes, and Eric, more importantly.

Subject: C&C Commando : Nod Turret
Posted by --oo00o00oo-- on Wed, 26 May 2004 07:27:08 GMT
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box is divided into 2 triangles, hence making more vertexes.

i showed some of my friends that do 3D for a living this statement. boy did we get a laugh outta that. next time think about what you are saying before you say it or you will just get laughed at again.

Subject: C&C Commando : Nod Turret
Posted by Mad Ivan on Wed, 26 May 2004 07:28:08 GMT
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afcourse

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Wed, 26 May 2004 07:30:29 GMT
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And as I recall, weren't you supposed to cough up the information on those blood spatters, vehicle brake lights, and all that other crap you found out?

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Wed, 26 May 2004 07:30:32 GMT
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AircraftkillerYes, and Eric, more importantly.

Another person goes to the list..

Quote:COMMAND & CONQUER COMMANDO
CREDITS

(snip)

ARTISTS:
GENOCIDE
HAVOC89
JEREMIAH O'FLAHERTY
ERIC KEARNS

SPECIAL THANKS TO:
SMIFFGIG, Lion, KevCat, DeeZire, CannisRabidus, Crimson, Aircraftkiller, FinalMoon,
Vincent Chan, Gerald Deloff, Westwood's Renegade development team as a whole,
Federation of American Sciencists, Military Vehicle Specialists, US Army Aviation,
The Internet Archive Organization, Google

Subject: C&C Commando : Nod Turret
Posted by Mad Ivan on Wed, 26 May 2004 07:41:20 GMT
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BTW, Phlak, do you have other files, along with these and most importantly, will they see light .I renember some renders of the Nod Buggy, Harvester (GDI), Nod Advanced Power Plant, Some very sexy infantry models (snow camo infantry and GDI Officers come to mind).I also have a question-did the team/you ever made TD-style buildings for some early alpha version?I mean that the current Renegade Structures in Renegade dont have the TD-style (eg.The Construction Yard aint "Rounder" like in TD)...

SeaMan, ak is right, release the info on how you did the blood/lights stuff

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Subject: C&C Commando : Nod Turret
Posted by PiMuRho on Wed, 26 May 2004 07:52:42 GMT
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Aye, quid pro quo.

Subject: C&C Commando : Nod Turret
Posted by Deactivated on Wed, 26 May 2004 08:10:02 GMT
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Nod bike cointains only a dummy animation.
And Nod light tank is missing a skeleton file.

Quote:
Session Start (AIM - SeaManRA2SW:Aircraftkiller): Wed May 26 10:37:22 2004
[10] Commando: Hey.. so.. you want to know how to add things like blood stains ,vehicle lights and such?

---

[10] Aircraftkiller: Yeah, and I also want you to stop bullshitting, stop whining, and start getting this shit done

[10] Aircraftkiller: It's way too fn late in Renegade's development for a new "mod" to spend its time on gimmicks and complaints, get the shit done before everyone moves on to another engine

[10] Aircraftkiller: Explain the stuff now, I have 15 minutes before I go to sleep

[10] Commando: Blood: Edit surfaceeffects.ini and add following to [Flesh_Bullet
 Sound0=Flesh_Ricochet_Sounds_Twiddler
 Emitter0=e_flesh1
 Emitter1=e_flesh2
 Decal0=bloodtexture.tga
 DecalSize=0.5
 DecalSizeRandom=0.25

[10] Aircraftkiller: And the lights?

[10] Commando: Vehicle lights: Edit dazzle.ini and copy and paste settings from REN_BLINKLIGHT_WHITE REN_BLINKLIGHT_RED to their corresponding REN_HEADLIGHT and REN_BRAKELIGHT entries

[10] Aircraftkiller: And that's it?

[10] Commando: yes

[10] Aircraftkiller: And what happens then?

[10] Aircraftkiller: How does the engine know where to place the lights?

[10] Commando: to use them, your vehicle model must have bones with headlight and taillight names and REN_HEADLIGHT and REN_BRAKELIGHT dazzle setting in W3d options

[10] Commando: link the bones to vehicle chassis

[10] Aircraftkiller: And the lights work now, get in and the headlights turn on, stop and the brakes flash?

[10] Commando: should be

[10] Aircraftkiller: What else is there that you're hiding?

[10] Commando: I recommend using planes.. boxes might cause the lights appear inside the body or not be visible at all

[10] Commando: Music Box: A self-destructing dummy object is placed on the map which spawns every X minutes which has twiddler set up as the explosion sound

[10] Aircraftkiller: pretty useless

[10] Commando: Orca flame: Remove the animation from its preset settings

[10] Commando: and change FlameLength to 2

[10] Aircraftkiller: Don't need it

[10] Commando: you can use it for something else... MiG jet engine, smoke exhaust

[10] Aircraftkiller: Not using a jet.

[10] Commando: SAM Site: Animate the SAM like in buildings.zip> b_samsite

[10] Aircraftkiller: Already knew about that, not useful for Red Alert

[10] Commando: Dodge and vehicle mouse steering are done by editing the defaultconfig.cfg file

[10] Aircraftkiller: Dodge is pretty useless, so is vehicle mouse steering.

[10] Aircraftkiller: How about you figure out something useful like extending the range of the radar, or enabling the radar zoom in\out in the input.ini configuration?

[10] Commando: Silent Kane

[10] Aircraftkiller: He doesn't know where those functions are.

[11] Commando: exe need be edited

[11] Commando: editing the presets don't change anything

[11] Aircraftkiller: What else?

[11] Commando: Well... that is pretty much everything I remember
[11] Aircraftkiller: Not much of an exchange for those few models that actually work.
[11] Commando: oh...
[11] Aircraftkiller: Now you see why I didn't feel like releasing them to the public?
[11] Commando: Multiple vehicle weapons: Change Keynumber to something else than 0
[11] Aircraftkiller: You need to get your shit together because in the two years, or more, that you'll take to develop this "Commando" thing, most likely the game will be dead, or everyone will be playing RA who were playing Renegade before
[11] Aircraftkiller: How/
[11] Aircraftkiller: That's actually useful
[11] Commando: well.. set the two weapons as usual
[11] Commando: primary weapon should have Keynumber 1
[11] Commando: secondary should have key 2
[11] Aircraftkiller: Don't know what the hell you're talking about for key numbers
[11] Commando: um... that's the setting in weapon preset
[11] Commando: by that you toggle weapons by pressing 1 and 2
[11] Aircraftkiller: What about additional barrel bones?
[11] Commando: much like pressing 0 would select a beacon
[11] Commando: the key is Attach_turret script
[11] Aircraftkiller: I want an additional barrel bone for the Mammoth Tank so the Tusk box launchers rotate up and down to counter aircraft threats
[11] Commando: not possible
[11] Commando: or you could make them move along with the barrels
[11] Commando: I belive that there is a special logic attached to object that is called B_WIRE.w3d
[11] Commando: and that's chain link fence
[11] Aircraftkiller: What logic?
[11] Aircraftkiller: and where is b_wire.w3d? I've never seen it in a W3D format
[11] Commando: it is mentioned in game code
[11] Aircraftkiller: Where?
[11] Aircraftkiller: And is the object in the game files or not?
[11] Commando: it doesn't exist
[11] *** Aircraftkiller has received Clipboard02.jpg.
[11] *** Aircraftkiller signed off at Wed May 26 11:13:26 2004.
Session Close (Aircraftkiller): Wed May 26 11:13:32 2004

Subject: C&C Commando : Nod Turret
Posted by Mad Ivan on Wed, 26 May 2004 08:55:12 GMT
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whoa!Thats amazing, but simple
Its usefull

Subject: C&C Commando : Nod Turret
Posted by Genocide on Wed, 26 May 2004 14:37:52 GMT
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---

each poly that is a box is divided into 2 triangles, hence making more vertexes.

i showed some of my friends that do 3D for a living this statement. boy did we get a laugh outta that. next time think about what you are saying before you say it or you will just get laughed at again.

Those people who do "3D For A Living" must work for a real low budget company who's desperate for anything that looks just "good".

They and you are also dumbfucks and have the knowlage about engines as good as a dead cow.

The W3D Engine renders in Triangles, yes those 3 sided shapes.

Now stop coming into topics and posting donkey shit that has no relevence to the topic so piss off.

Subject: C&C Commando : Nod Turret
Posted by Sir Phoenixx on Wed, 26 May 2004 15:19:26 GMT
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Wow, that went completely over your head. Renegade, like nearly every other 3d game I have ever seen, renders in POLYGONS. Polygons in this case ARE triangles, they're not different. Saying that Renegade renders in triangles and not polygons is just plain stupid.

(I think he replied to this thread with that quote by mistake...)

Subject: C&C Commando : Nod Turret

Posted by Phoenix - Aeon on Wed, 26 May 2004 15:33:19 GMT
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Or to make it even more simple a polygon is a multi-sided shape, as are tringles.

Subject: C&C Commando : Nod Turret
Posted by Genocide on Wed, 26 May 2004 15:34:05 GMT
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Polys is just short for Polygons, which are blocks of meshs that look like squares, if u was to model in Edit Poly you would just be editing the blocks instead of triangles.

Edit in Mesh and your in triangle mode.

Im only saying what ive learnt.

Subject: C&C Commando : Nod Turret
Posted by --oo00o00oo-- on Wed, 26 May 2004 15:40:57 GMT
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once again genocide like i said, think about what you are going to say before you say it or you will just get laughed at.

like Sir P said and at what i was hinting at...those so called "triangles" are still polygons. anytime polygons are rendered by game or even a 3D program for that matter, the polygons are split down to triangles. this is known as triangulation. even when you render out NURBS, the NURBS are converted into triangulated polygons.

Subject: C&C Commando : Nod Turret
Posted by Phoenix - Aeon on Wed, 26 May 2004 15:41:24 GMT
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Like I said a polygon is a multi-sided shape, It doesn't have a fixed number of sides, hell you could have your basic poly as an octagon if you wanted.

Subject: C&C Commando : Nod Turret
Posted by Genocide on Wed, 26 May 2004 15:58:08 GMT
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Ok you guys know best, nevermind about it.

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Wed, 26 May 2004 16:01:19 GMT
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Mad IvanBTW, Phlak, do you have other files, along with these and most importantly, will they see light .I renember some renders of the Nod Buggy, Harvester (GDI), Nod Advanced Power Plant, Some very sexy infantry models (snow camo infantry and GDI Officers come to mind).I also have a question-did the team/you ever made TD-style buildings for some early alpha version?I mean that the current Renegade Structures in Renegade dont have the TD-style (eg.The Construction Yard aint "Rounder" like in TD)...

SeaMan, ak is right, release the info on how you did the blood/lights stuff

If he did, I would have had them. All that stuff is in EA's storage, rotting away somewhere.

Subject: C&C Commando : Nod Turret
Posted by Mad Ivan on Wed, 26 May 2004 16:54:28 GMT
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thanks for the info

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Wed, 26 May 2004 20:43:40 GMT
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I used to have that Advanced PP but damn if I can find it in any of my backups... too bad. All it is really is another cooling tower on the back of the normal PP but the entire thing is larger and it had those walkways around the towers too.

Subject: C&C Commando : Nod Turret
Posted by Sanada78 on Wed, 26 May 2004 21:25:30 GMT
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This thing?

Have to say it looks huge. Expecially if that little figure is the size of a normal Renegade soldier.

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Wed, 26 May 2004 21:29:07 GMT
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yup.. .that's the one

Subject: C&C Commando : Nod Turret
Posted by Phoenix - Aeon on Wed, 26 May 2004 22:28:09 GMT
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Now that looks cool. Find it. Now!... j/k

Subject: C&C Commando : Nod Turret
Posted by phlakaton on Wed, 26 May 2004 22:30:43 GMT
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hell ... I'll make a better one than that.... then someone else can texture it. Hehe. Now that I don't have all those old school renegade restrictions to deal with.

Subject: C&C Commando : Nod Turret
Posted by Aircraftkiller on Wed, 26 May 2004 22:33:02 GMT
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Send it to me and I can make it look ten times better than that image.

Subject: C&C Commando : Nod Turret
Posted by icedog90 on Thu, 27 May 2004 00:32:15 GMT
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Mmm, advanced power plant. It would be great if it were remade. It's SO big, look at the soldier in the distance compared to it.

Subject: C&C Commando : Nod Turret
Posted by Sir Phoenixx on Thu, 27 May 2004 01:40:29 GMT
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Phoenix - AeonLike I said a polygon is a multi-sided shape, It doesn't have a fixed number of sides, hell you could have your basic poly as an octagon if you wanted.

When you're talking about things like 'polygon count', a polygon is just a triangle, nothing more, nothing less.

Go into gmax/renx, create an 8 sided cylinder, delete all of the vertices except for the ones on the very end, and you'll find that the polygon count would be 8, not 1. (6 polygons if it's optomized)

Subject: C&C Commando : Nod Turret
Posted by Madtone on Thu, 27 May 2004 05:53:37 GMT
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Would make a good DM if the Powerplant was done with enough detail, seems big enough.

Would just need a good interior

Subject: C&C Commando : Nod Turret
Posted by Mad Ivan on Thu, 27 May 2004 06:47:40 GMT
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phlakatonhell ... I'll make a better one than that.... then someone else can texture it. Hehe. Now that I don't have all those old school renegade restrictions to deal with.

Hehe!Welcome to the Renegade Mod Community