Subject: Beta Generals conversion
Posted by nodelites on Wed, 18 Jul 2007 02:54:19 GMT
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Hello i have rectely figured out how to convert models from generals & zero hour to work in renegade, & i have come up with a beta tank model. The pack has a working beta version & a gmax model. I still need to add a second muzzle bone, which i have no idea how to do. so if you wish to finish the model please feel free to, just give me a copy of the finished version.

I basicly took chinas gattling cannon defense turret and slapped it on a repair tank base. sorry for the innaucrate texture for the gattling cannon, but the image files they have dont show correctly on renegade models.

File Attachments
1) Stingray_BETA.rar, downloaded 200 times

Subject: Re: Beta Generals conversion
Posted by nodelites on Wed, 18 Jul 2007 03:02:03 GMT
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forgot to say this. If all goes well i may master this method soon and be able to start a total renegade conversion. (excepting infantry, i can never do infantry right)

Subject: Re: Beta Generals conversion
Posted by nodelites on Wed, 18 Jul 2007 04:13:53 GMT
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Seems im forgetful today, hee was the other BETA model i tried making, it is the USA Paladin tank. The package will contain a working beta model & a gmax model. Feel free to finish it if you want, I only ask that you send me a copy of the finished model.

It is largely unfurbished, but it works, with weapons coming from right places, all it needs is some texturing & a wee bit of shaping.

File Attachments
1) Paladin_Unfinished BETA.rar, downloaded 156 times

Subject: Re: Beta Generals conversion
Posted by OWA on Wed, 18 Jul 2007 13:27:48 GMT
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Go join Scud Storm

Subject: Re: Beta Generals conversion
Posted by nodelites on Wed, 18 Jul 2007 14:12:41 GMT

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..? whos that

Subject: Re: Beta Generals conversion
Posted by HORQWER on Wed, 18 Jul 2007 21:02:40 GMT

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nodelites wrote on Tue, 17 July 2007 21:54Hello i have rectely figured out how to convert models from generals & zero hour to work in renegade, & i have come up with a beta tank model. The pack has a working beta version & a gmax model. I still need to add a second muzzle bone, which i have no idea how to do. so if you wish to finish the model please feel free to, just give me a copy of the finished version.

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 if u are going to make a new mod for renegade that has the cnc generals units u dont need to because there is already and mod called generals rise of the red dragon so if u dont have premision from ea to use generals w3d models u will get punished

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Subject: Re: Beta Generals conversion
Posted by nodelites on Wed, 18 Jul 2007 21:48:24 GMT

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HORQWER wrote on Wed, 18 July 2007 16:02nodelites wrote on Tue, 17 July 2007 21:54Hello i have rectely figured out how to convert models from generals & zero hour to work in renegade, & i have come up with a beta tank model. The pack has a working beta version & a gmax model. I still need to add a second muzzle bone, which i have no idea how to do. so if you wish to finish the model please feel free to, just give me a copy of the finished version.

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My first 1 was done like that & i regret it now, Now i just use the meshes as a base for reconstructing personal versions from scratch.

Subject: Re: Beta Generals conversion
Posted by OWA on Thu, 19 Jul 2007 01:11:03 GMT
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HORQWER wrote on Wed, 18 July 2007 22:02
 if u are going to make a new mod for renegade that has the cnc generals units u dont need to because there is already and mod called generals rise of the red dragon so if u dont have premision from ea to use generals w3d models u will get punished

Scud Storm > Rise of Red Dragon

Subject: Re: Beta Generals conversion
Posted by HORQWER on Thu, 19 Jul 2007 02:11:39 GMT
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nodelites i would be glad if u join our team and help us with rise of the red dragon i will be so glad

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Subject: Re: Beta Generals conversion
Posted by nodelites on Thu, 19 Jul 2007 14:36:54 GMT
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Scud Storm... rise of the red dragon... if i may take a guess there 2 diffent mods. yet both want me on there team.. if im right and 2 mod teams want me, all i ask is that if you want me in show me why you want me in & what you want me to do.

..I could be wrong and its all only 1 mod, but i just taking a guess.

Now i need to be off, i need to get some coffee.

Subject: Re: Beta Generals conversion
Posted by cnc95fan on Thu, 19 Jul 2007 16:22:57 GMT
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nodelites wrote on Thu, 19 July 2007 09:36Scud Storm... rise of the red dragon... if i may take a guess there 2 diffent mods. yet both want me on there team.. if im right and 2 mod teams want me, all i ask is that if you want me in show me why you want me in & what you want me to do.

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Now i need to be off, i need to get some coffee.

noone wants you, your shit, we can all do that
Scud Storm + First Hour = Rise of the Red Drogon
they are spitting again

Subject: Re: Beta Generals conversion
Posted by Genesis2001 on Fri, 20 Jul 2007 00:17:10 GMT
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Scud Storm has been out longer than "Rise of the Red Dragon"

Check out Scud Storm's website.

And...cnc95fan, don't flame people for that...

nodelites, come check us out and make up your own mind.

personal flame From what I've seen, Rise of the Red Dragon is shit (Personal Opinion; though others may share the same opinion). Any ROTRD member reading this, show me a picture of your paladin tank that you've modeled.

-MathK1LL

Subject: Re: Beta Generals conversion
Posted by cnc95fan on Fri, 20 Jul 2007 11:41:17 GMT
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Don't visit that website, although official, the template is terrible, and other stuff.like no content lol and wOO math, lol i make the big desicions into whos in and out, but of course, if you knwo someone whos good and can rpove i, ill try and make exeptions, and for all who think scud is dead, your potentially right, but for the last 3 weeks, i have starte to revive it

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