Posted by rrutk on Tue, 22 Apr 2008 12:42:23 GMT
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Anyone has the textures for the orca lift truck below???? They were in one of the commandpacks, but isnt available for download anymore.

And i would be interessted to know its "history"...

I guess, it was originally created by westwood, but they dont use the model later. they made the ssm-launcher from it.

And the model was later used by the commandmod?
So Genocide fixed or made it?

Because I found the statement from CommandoSR here in the forum:
Aircraftkiller: "Where is the orca lift Truck?"
CommandoSR: "Frankly said, the model got slapped and was turned in to SSM Launcher."
  http://www.renegadeforums.com/index.php?t=msg&goto=92123&rid=22815&s
rch=orca+lift#msg_92123

Herewith files:
- gmax without textures
- Original westwood conceptarts of the orcalift
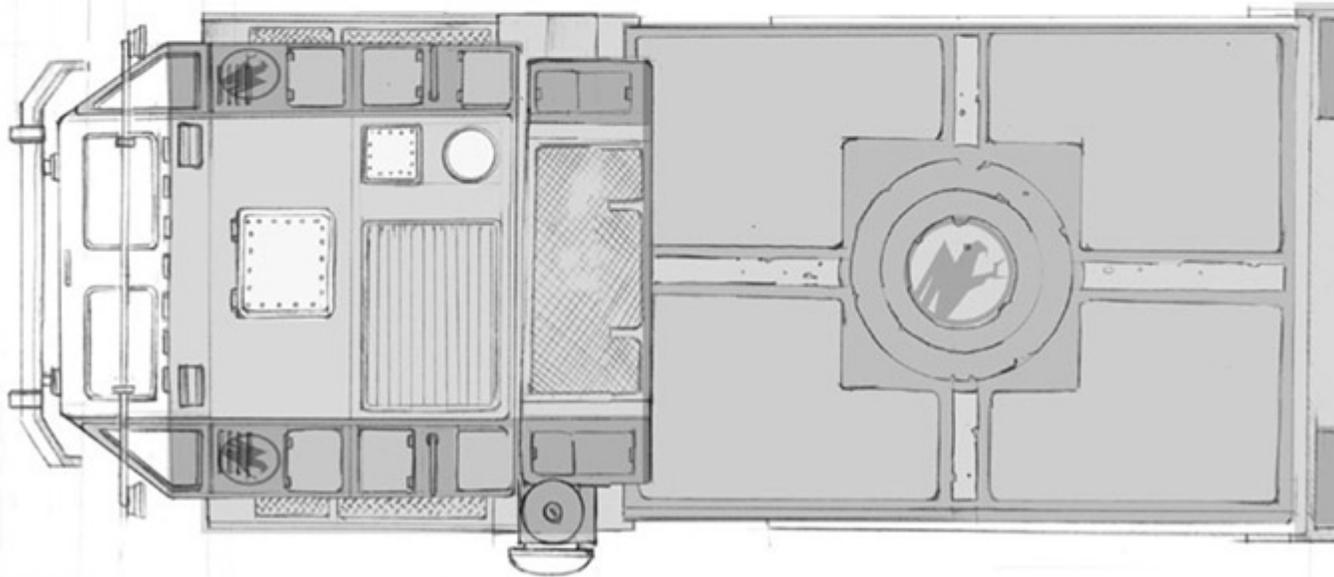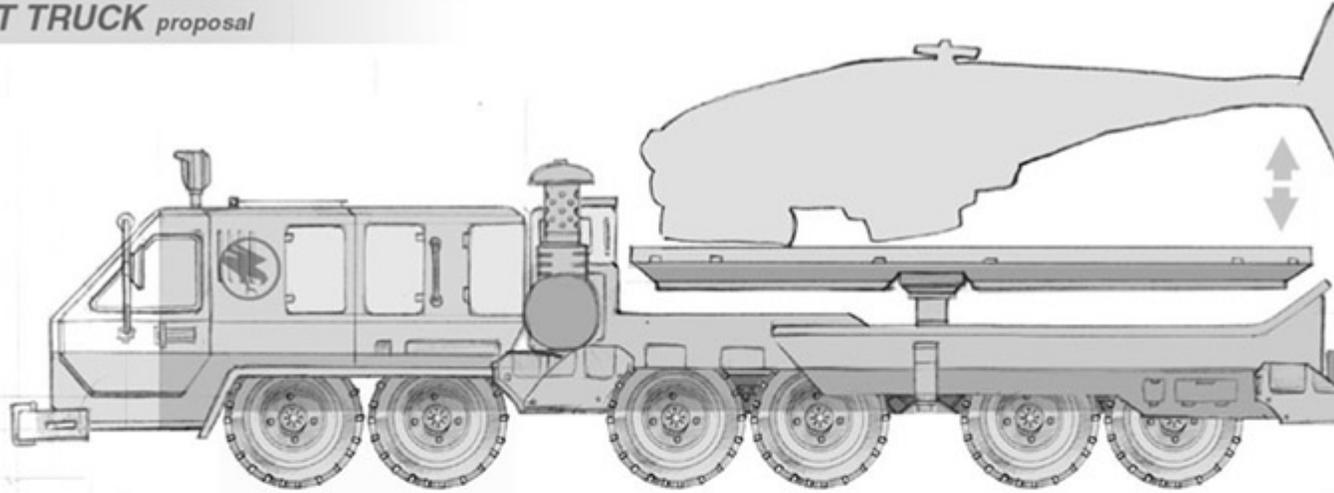- picture from a topic about the commandmod-assets

File Attachments
1) Conceptart_GDI_OrcaLift_2.jpg, downloaded 666 times

ORCA LIFT TRUCK *proposal*

3) `orcalift.gmax`, downloaded 180 times
4) `v_orcat2.gmax`, downloaded 197 times

Subject: Re: OrcaLift
Posted by Reaver11 on Tue, 22 Apr 2008 13:11:38 GMT

An orca lifter is basically a mobile helipad which can repair refuel and re-arm. The concept has been skipped out of renegade and also out tiberian dawn. As seen on the tiberian dawn one it might have been an armored orca transport.

Subject: Re: OrcaLift
Posted by Gen_Blacky on Tue, 22 Apr 2008 14:14:35 GMT
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rrutk are you planning to rebone the orca lifter ?

Subject: Re: OrcaLift
Posted by LR01 on Tue, 22 Apr 2008 15:04:28 GMT
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to bad they left it out I think

Subject: Re: OrcaLift
Posted by The Executor on Tue, 22 Apr 2008 15:52:06 GMT
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It would be cool if you could make it drivable and then make the lift work aswell. In addition, it would be cool if you could make some scripts attached to it to make it like a re-arm station and all that. Like a Orca with limited ammo and it goes to the lift turck for refuel and all that. There are some JFW scripts for that kinda use I think, like JFW_Aircraft_Fuel and JFW_Aircraft_Truck.

Subject: Re: OrcaLift
Posted by rrutk on Tue, 22 Apr 2008 17:47:11 GMT
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i would like to bone it, yes. but i dont have any textures and may be only incomplete gmaxfiles.

Subject: Re: OrcaLift
Posted by The Executor on Tue, 22 Apr 2008 19:35:28 GMT
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So you did not check it before you posted it?

Subject: Re: OrcaLift
Posted by rrutk on Tue, 22 Apr 2008 19:42:11 GMT
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MSwindows wrote on Tue, 22 April 2008 14:35So you did not check it before you posted it?

sure i checked. strange question.

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but may be an the packages, which are not available for download anymore, are OTHER files. may be, the files i have are only steps at work.

Subject: Re: OrcaLift
Posted by The Executor on Tue, 22 Apr 2008 19:52:07 GMT
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But don't you have the files .gamx files already attached to you first post? NVM I too confused, well I think it would be pretty cool to get it to work from how I described above. Actually I think someone already had the textures and models already done in the topic "Pre-realease shit topic" from the mod forum.

Subject: Re: OrcaLift
Posted by Gen_Blacky on Tue, 22 Apr 2008 20:01:55 GMT
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The ocra lifter can simply be fixed the only problem is finding the textures

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Subject: Re: OrcaLift
Posted by Canadacdn on Tue, 22 Apr 2008 20:04:41 GMT
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rrutk wrote on Tue, 22 April 2008 19:47i would like to bone it, yes. but i dont have any textures and may be only incomplete gmaxfiles.

The texture used on the truck in that picture is very similar to the SSM's texture.

Subject: Re: OrcaLift
Posted by Gen_Blacky on Tue, 22 Apr 2008 20:07:02 GMT
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Canadacdn wrote on Tue, 22 April 2008 15:04rrutk wrote on Tue, 22 April 2008 19:47i would like to bone it, yes. but i dont have any textures and may be only incomplete gmaxfiles.

So, if the SSM is built from this older vehicle, the texture for the SSM might work on it. The texture used on the truck in that picture is very similar to the SSM's texture.

i doubt the orca lifter textures are 512 X 512 or something around thT

Subject: Re: OrcaLift
Posted by rrutk on Tue, 22 Apr 2008 20:13:41 GMT
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i'm a little bit confused too today. i got an ugly cold and feel ill

the gmaxfile orcalift.gmax seems to be ok.

dont now , what the additional parts on top in v_orcat2.gmax are.

Subject: Re: OrcaLift
Posted by Gen_Blacky on Tue, 22 Apr 2008 21:36:14 GMT
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v_orcat2.gmax hatchery is all messed up but in orcalift.gmax the parts are grouped and locked

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Subject: Re: OrcaLift
Posted by The Executor on Wed, 23 Apr 2008 15:58:16 GMT
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Then unlock them lamo, what don't know how to do basic RenX skills?

Subject: Re: OrcaLift
Posted by rrutk on Wed, 30 Apr 2008 02:18:44 GMT
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here is evidence, the orcalift ingame:

File Attachments
1) GDI_OrcaLift.jpg, downloaded 901 times

Subject: Re: OrcaLift
Posted by Jerad2142 on Wed, 30 Apr 2008 14:59:55 GMT
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rrutk wrote on Tue, 29 April 2008 20:18here is evidence, the orcalift ingame:

I wonder what they were using to render those movies, because whatever it was I still think it made things look pretty cool.

Subject: Re: OrcaLift
Posted by Slave on Wed, 30 Apr 2008 16:22:15 GMT
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Looks photoshopped to me.

Subject: Re: OrcaLift
Posted by Jerad2142 on Wed, 30 Apr 2008 21:21:35 GMT
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Slave wrote on Wed, 30 April 2008 10:22Looks photoshopped to me.
Look closly at the lighting, that picture was taken on the beta engine.

Subject: Re: OrcaLift
Posted by BlueThen on Wed, 30 Apr 2008 21:55:43 GMT
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Man! Someone really needs to find out how to implement that back ingame.

Subject: Re: OrcaLift
Posted by rrutk on Wed, 30 Apr 2008 23:37:11 GMT
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Originally Blue wrote on Wed, 30 April 2008 16:55Man! Someone really needs to find out how to implement that back ingame.

Find the textures!

I guess, some of the guys her ein forum have them, because they were released here some years ago.

Subject: Re: OrcaLift
Posted by The Executor on Thu, 01 May 2008 19:20:21 GMT
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See, most people that release shit in this forum keep it to themselves and don't let it go.

Subject: Re: OrcaLift
Posted by GEORGE ZIMMER on Thu, 01 May 2008 19:55:46 GMT
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If they "released" it, it wouldn't be to themselves. Posting pictures is different than releasing it.

Regardless, rrutk seems intent on releasing stuff, so I don't think that's a problem.

Subject: Re: OrcaLift
Posted by renalpha on Thu, 01 May 2008 20:51:43 GMT
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i just got unbanned from these forums lol

so one thing before you guys start doing useless stuff.

the renegade engine does not handle this properly, a orca on this vehicle would just A: not look

good
B: would not work
C: if it would work it would suck
d: its useless anyways

Subject: Re: OrcaLift
Posted by Stefan on Thu, 01 May 2008 21:36:49 GMT
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The Executor wrote on Thu, 01 May 2008 14:20See, most people that release shit in this forum keep it to themselves and don't let it go.

Start making sense please.

i've posted all the beta assets i had.

Subject: Re: OrcaLift
Posted by rrutk on Thu, 01 May 2008 22:20:06 GMT
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renalpha wrote on Thu, 01 May 2008 15:51i just got unbanned from these forums lol

so one thing before you guys start doing useless stuff.

the renegade engine does not handle this properly, a orca on this vehicle would just A: not look good
B: would not work
C: if it would work it would suck
d: its useless anyways

well, would be great, if one could decide for themselfes, what is useless or not.

Subject: Re: OrcaLift
Posted by GEORGE ZIMMER on Thu, 01 May 2008 22:40:42 GMT
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renalpha wrote on Thu, 01 May 2008 15:51i just got unbanned from these forums lol

so one thing before you guys start doing useless stuff.

the renegade engine does not handle this properly, a orca on this vehicle would just A: not look good
B: would not work

C: if it would work it would suck
d: its useless anyways
Too bad you didn't stay banned.

Also, I'm sure there's a way. And it wouldn't be useless if you set up the truck to repair and re-arm (If you have limited ammo on aircraft) orcas and other aircraft maybe.

Subject: Re: OrcaLift
Posted by Lone0001 on Thu, 01 May 2008 22:45:23 GMT
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Couldn't you somehow attach the orca to the lift by say press the firing button on the lift and the orca sticks to it and is not let go until the button is pressed again or the secondary button is pressed? < That would be awesome in my opinion that way it would be useful, you could attach the orca get in the orcalift vehicle and then drive it somewhere and let go and get in the orca, would be useful I think like that if it is possible it probly isn't though.

Subject: Re: OrcaLift
Posted by renalpha on Fri, 02 May 2008 10:28:20 GMT
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in my opinion it would be awesome that it could run out of fuel.
and above the stick stuff is a good idea

Subject: Re: OrcaLift
Posted by OWA on Fri, 02 May 2008 11:46:59 GMT
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Moving script zones ftw.

Subject: Re: OrcaLift
Posted by IronWarrior on Fri, 02 May 2008 11:55:42 GMT
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You can do anything if you got the skills for it.

You can setup aircraft with limited ammo and fuel if you want, there is a few maps out there that are like that and when you run out of fuel, which is based on a timer script, you crash.

You could attach a script to the vehicle that would reset the timer and rearm the Orca with ammo.

I don't know how mobile scripts/zones work but I guess there is a way as if you look at the mobile

---

gap vehicle in the APB and the Radio Jammer.

Subject: Re: OrcaLift
Posted by Gen_Blacky on Fri, 02 May 2008 20:38:14 GMT
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o good idea