Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Renardin6 on Sun, 25 Jul 2004 14:50:02 GMT
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1. Permagrin and Nightcrawler almost finished the arm chaingun for the cyborg.

2. JonWil join for making scripts. With TheKGBspy, they will make their best to bring you the best !

here is a preview pic of the cyborg chaingun, bulet screen will be removed.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by SuperFlyingEngi on Sun, 25 Jul 2004 15:12:15 GMT
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Looks good, although the texture seems a little warped in some places...

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Spice on Sun, 25 Jul 2004 15:37:00 GMT
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It Looks good. I like the detail in the texture.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by PiMuRho on Sun, 25 Jul 2004 15:40:21 GMT
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Why would a cyborg have an externally-displayed ammo counter?

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Renardin6 on Sun, 25 Jul 2004 15:45:59 GMT
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Hem... I already asked nightcrawler to remove it on Reborn Forum. I think the same as you. It's not finished yet, so post any suggestions !! all is welcome

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Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Hav0c on Sun, 25 Jul 2004 16:00:49 GMT

Like i said before, that Little screen is RED, the Nod logo which should be Red, is Orange.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Aircraftkiller on Sun, 25 Jul 2004 16:18:34 GMT

Concrete and chrome, that fires octagon bullets. Anyone else see that as fucked up?

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Fabian on Sun, 25 Jul 2004 16:33:21 GMT

Make the darker areas more chromey. Will it spin when firing (in 1st person)?

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by mahkra on Sun, 25 Jul 2004 16:34:00 GMT

Aircraftkilleroctagon bullets. Anyone else see that as fucked up?No, not really. I mean, it's more rounded than your socket wrench...

Also, there's good reason for the round parts to be octagons:Renxit's just not perfectly rounded because that uses tons of polys.
Of course, you know this already...AircraftkillerThat's how polygon saving works
So why are you complaining?

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Aircraftkiller on Sun, 25 Jul 2004 16:36:28 GMT

You idiot, I was talking about how he made the muzzle have an octagon barrel instead of a rounded hole texture. You don't have to stroke a selection and make a hole that way on a polygonal object, you end up having that same ghey look.

There's a huge difference between saving polygons and half-assing. That is half-assing it, making an octagon muzzle texture instead of rounding the hole to give the illusion that the bullets are round and are coming out of a round barrel. :rolleyes:

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Fabian on Sun, 25 Jul 2004 16:37:14 GMT
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-edit-

I agree. It is very easily done and can make it look a lot better. Granted, no one will ever be alive and close enough to notice...but still, if it's going to be done, it should be done right.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by mahkra on Sun, 25 Jul 2004 17:39:44 GMT
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AircraftkillerYou idiot, I was talking about how he made the muzzle have an octagon barrel instead of a rounded hole texture. You don't have to stroke a selection and make a hole that way on a polygonal object, you end up having that same ghey look.

There's a huge difference between saving polygons and half-assing. That is half-assing it, making an octagon muzzle texture instead of rounding the hole to give the illusion that the bullets are round and are coming out of a round barrel. :rolleyes:

That wasn't really the point of what I was saying. My real point was that it still looks better than your fucked-up wrench.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Aircraftkiller on Sun, 25 Jul 2004 18:58:45 GMT
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Of course it does, it's an actual weapon that's meant to be viewed in first person. You can barely see the wrench in the game.

You're comparing apples and oranges, yet you're still an idiot.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Renx on Sun, 25 Jul 2004 19:01:46 GMT
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The black looks like it was painted on with a brush.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Renardin6 on Sun, 25 Jul 2004 19:03:04 GMT
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Thx for the comment ack, it will be changed maybe. (about the round hole texture). We don't really care about this part, as we won't see the front of this chaingun on first person view. I doubt the cyborg would have a suicide envy...   Third person view model is invisible, only a sort of fire when shooting, as the weapon is merged with the character model.

I tough u were talking about the model. U didn't precised it was about the texture. So don't call him an idiot for that.

Some people are young here.

'On doit être tolérant !' (can someone translate this french text in english, don't know how to say it.)

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Renardin6 on Sun, 25 Jul 2004 19:07:14 GMT
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RenxThe barrels should at least be 8 sided, and the black looks like it was painted on with a brush.

ok, 8 sides... look at the pic again...

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Renx on Sun, 25 Jul 2004 19:09:54 GMT
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bah, this is what happens when i'm tired. I'll edit my post...

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by mahkra on Mon, 26 Jul 2004 00:00:09 GMT
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mahkraMy real point was that it still looks better than your fucked-up wrench.AircraftkillerOf course it does, it's an actual weapon that's meant to be viewed in first person. You can barely see the wrench in the game.Is this your new policy regarding models and textures? "If it looks like shit, just pretend it's not an important part of the game and forget about it."

mahkraYou're comparing apples and oranges, yet you're still an idiot.ACK, can I buy some crack off you? I mean, damn, you've gotta be fucked up somehow to think even half the things you say actually make sense.

Subject: CNC REBORN : Cyborg Chaingun & Scripts

Posted by PermaGrin on Mon, 26 Jul 2004 00:26:50 GMT
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Ack is talking about the texture. The hole/black area that is painted on the end of the 8 sided cylinder has 8 sides. The texture should be a nice round circle, not just having 8 sides being scaled down a bit. I agree, this should be fixed.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by YSLMuffins on Mon, 26 Jul 2004 00:36:09 GMT
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Edit: If the barrel holes are painted on, they should be completely round.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Aircraftkiller on Mon, 26 Jul 2004 00:59:29 GMT
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mahkramahkraMy real point was that it still looks better than your fucked-up wrench.AircraftkillerOf course it does, it's an actual weapon that's meant to be viewed in first person. You can barely see the wrench in the game.Is this your new policy regarding models and textures? "If it looks like shit, just pretend it's not an important part of the game and forget about it."

mahkraYou're comparing apples and oranges, yet you're still an idiot.ACK, can I buy some crack off you? I mean, damn, you've gotta be fucked up somehow to think even half the things you say actually make sense.

I'm not going to make a super detailed wrench when you can't see it in first person, and barely see it in third. There is no reason to make something detailed to that extreme when it's round from the two meter distance your view is set at.

And yes, you're still an idiot.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by mahkra on Mon, 26 Jul 2004 03:52:27 GMT
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I was making fun of your sentence construction, you fool. NOT the fact that you were calling me an idiot. I really don't give a damn about that.

And if your wrench is so meaningless, I really wonder why you bothered to make an entire thread devoted to it.... but whatever. Waste your time on whatever you want.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Fabian on Mon, 26 Jul 2004 15:54:49 GMT
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He made an entire thread dedicated to a barrel. Why would you be suprised that he would make one about a wrench?

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by PermaGrin on Mon, 26 Jul 2004 16:03:06 GMT
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Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Renx on Mon, 26 Jul 2004 16:04:19 GMT
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The wrench is going to be used in every single game of renalert, it's an important object. Why the hell wouldn't he make a thread about it?

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by SuperFlyingEngi on Mon, 26 Jul 2004 16:09:38 GMT
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I personally think the Mechanic would be a lot awesomer if he carried a huge jackhammer instead of a wrench. You could have a cool animation for it, and everyone knows that if you just hit a tank with a jackhammer long enough, the tank gets healed. You could also have a secondary fire melee attack that would be effective against tanks.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Aircraftkiller on Mon, 26 Jul 2004 17:20:02 GMT
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mahkral was making fun of your sentence construction, you fool. NOT the fact that you were calling me an idiot. I really don't give a damn about that.

And if your wrench is so meaningless, I really wonder why you bothered to make an entire thread devoted to it.... but whatever. Waste your time on whatever you want.

Sure you were. Just another FUDism for "I'm an idiot, I don't know what I'm talking about so I'll change the subject."

The Socket Wrench isn't meaningless. It's just not all that visible in-game. Learn to comprehend English - it would be a Good Thing.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by PermaGrin on Mon, 26 Jul 2004 17:56:05 GMT
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This topic is about the cyborg chaingun. Take your petty wrench war to the wrench thread.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by mahkra on Mon, 26 Jul 2004 18:03:49 GMT
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ACK, you're just too stupid to realize what I was making fun of. I didn't change my story at all.

RenxThe wrench is going to be used in every single game of renalert, it's an important object.Then why the hell wouldn't he make the model & texture look like a real wrench?

He says it doesn't matter becauseAircraftkillerYou can barely see the wrench in the game. Personally I do think the wrench is important. After all, it IS someone's primary weapon. ACK is the one who implied that the wrench didn't really matter. I was merely pointing out that he made a thread about it, so it obviously DOES matter.

But as PermaGrin pointed out, this is supposed to be a cyborg chaingun thread, so this is the last I'll say about ACK's pathetic toy wrench here. He can go revisit the wrench thread if he needs a reminder on how to fix the damn thing.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Havoc 89 on Mon, 26 Jul 2004 22:12:35 GMT
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The only thing that looks ok is the barrle, excpt the front... why not make a circular muzzle?

The texture looks well... i dunno what it looks like, it doesnt look very metalic to me, looks like concrete, and you can see some unwrap problems in the texture. You need to do quite alot of fixing up if you want this to look half decent.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Deafwasp on Wed, 28 Jul 2004 12:35:09 GMT
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One question, why would it have a ammo meter on the side? I figure a guy who has a chaingun

for an arm would have sensors to tell him how much ammo he has left.

Dont get me wrong, looks great.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Renardin6 on Wed, 28 Jul 2004 12:38:22 GMT
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simple, read the whole topic. as said before : the bullet thingy has been removed.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Doitle on Thu, 29 Jul 2004 07:28:35 GMT
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I think it looks Hella tite. For once that Specular is really adding something. Kudos dudes.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Renardin6 on Fri, 30 Jul 2004 07:27:45 GMT
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No specular on this model.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by SuperFlyingEngi on Fri, 30 Jul 2004 14:22:17 GMT
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mahkraPersonally I do think the wrench is important. After all, it IS someone's primary weapon. ACK is the one who implied that the wrench didn't really matter. I was merely pointing out that he made a thread about it, so it obviously DOES matter.

Have you actually played with the wrench in-game? When you attack with it, the wrench only becomes visible for 3 or 4 frames. While I personally think the animation should be re-done for .9935 with something more interesting, there really has never been anything wrong with the wrench model and texture then, and there is nothing wrong with the wrench model and texture now.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by mahkra on Fri, 30 Jul 2004 16:01:22 GMT
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SuperFlyingEngimahkraPersonally I do think the wrench is important. After all, it IS someone's primary weapon. ACK is the one who implied that the wrench didn't really matter. I was merely pointing out that he made a thread about it, so it obviously DOES matter.

Have you actually played with the wrench in-game? When you attack with it, the wrench only becomes visible for 3 or 4 frames. While I personally think the animation should be re-done for .9935 with something more interesting, there really has never been anything wrong with the wrench model and texture then, and there is nothing wrong with the wrench model and texture now.
My computer is 1000 miles away right now. And I'm going into the hospital on Sunday for 2 1/2 months. So no, I haven't downloaded the newest version of RenAlert.

I do have a question for you though: have you looked at the wrench when someone else is carrying it? Some things are much more visible that way.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by SuperFlyingEngi on Fri, 30 Jul 2004 16:32:00 GMT
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Yes. The thing is tiny in-game.

Again, I think the mechanic should wield a jackhammer, but whatever.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Sir Phoenixx on Fri, 30 Jul 2004 20:21:33 GMT
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A mechanic, carrying a jackhammer, are you serious?

You do know what a jackhammer is, right?

A jackhammer is a fairly large pneumatic hammer, it's connected to an air compressor with a hose, it's used to break up rock/asphalt/etc. (There's also an automatic shotgun with the same name...)

This is a jackhammer:

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by SuperFlyingEngi on Fri, 30 Jul 2004 20:56:31 GMT
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I know what a jackhammer is, yes, I meant the one generally used on concrete and asphalt. I've

seen the jackhammer shotgun before, with the cylindrical magazine behind the trigger.

Some people would say you can't fix tanks well with a jackhammer. I say, you can't fix tanks well with a socket wrench, either. Besides, the jackhammer would be big and have a better animation.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Renardin6 on Sat, 31 Jul 2004 07:17:13 GMT
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This is off-topic.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by icedog90 on Sat, 31 Jul 2004 08:31:54 GMT
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The texture is stretched, in 256 color, and looks like concrete.

From what I've heard, the W3D engine doesn't support 32-bit textures, so therefore, it will appear as 256 color. Save it as 24-bit.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by [NE]Fobby[GEN] on Wed, 04 Aug 2004 21:12:31 GMT
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I dont really see what you're all complaining about- the machine gun looks fine but not seeing it in first person is kinda sweeping it under the rug.

As for the wrench, it's also fine but it would be better if you were able to see it in first person also.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Renx on Wed, 04 Aug 2004 23:51:25 GMT
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Rofl, a jackhammer?! Lets strap a 3000psi air compressor to his back too

---

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Vitaminous on Sat, 07 Aug 2004 15:38:03 GMT
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A cyborg that fires octogonal bullets, a Ranger with octogonal wheels... What's the difference?

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Hav0c on Sat, 07 Aug 2004 16:50:34 GMT
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Tehehehe

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Sir Phoenixx on Sat, 07 Aug 2004 18:02:01 GMT
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AprimeA cyborg that fires octogonal bullets, a Ranger with octogonal wheels... What's the difference?

One has to do with the model, the other one doesn't.

Round objects have to have sides, there is no way around it, the wheels have to have 8/10/12 what ever sides, making them more would add hundreds more polygons.

I might replace them with 12 sided wheels later.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Vitaminous on Sat, 07 Aug 2004 23:58:56 GMT
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Sir PhoenixxI might replace them with 12 sided wheels later.

12 sides is better than 8 sides.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Renardin6 on Thu, 12 Aug 2004 19:31:17 GMT
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Well don't worry, it won't be octogonal anymore. Skin already edited.

Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by SuperFlyingEngi on Thu, 12 Aug 2004 21:58:57 GMT
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RenxRofl, a jackhammer?! Lets strap a 3000psi air compressor to his back too

Damn straight.