Subject: CNC REBORN : Nod Attack Cycle
Posted by Renardin6 on Fri, 06 May 2005 01:37:28 GMT
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Model of Permagrin
UVW Unwrap of Permagrin and modifications by Volkov
Skin by Renardin

You can aslo watch a small video I did:

http://www.cncreborn.iconique.net/team/renardin/preview.rar

You need windows media player to watch it.

Subject: CNC REBORN : Nod Attack Cycle
Posted by Jecht on Fri, 06 May 2005 01:40:00 GMT
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convert video file to mpeg or something, i cant see rar and i dont know if others can either.

about the bike, i dont like it. Not one of your better works. the chrome on the side looks funny, the windshield looks funny....its got a lot of work that needs to be done to it IMO.

Subject: CNC REBORN : Nod Attack Cycle
Posted by Oblivion165 on Fri, 06 May 2005 01:59:44 GMT
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gbullconvert video file to mpeg or something, i cant see rar and i dont know if others can either.

about the bike, i dont like it. Not one of your better works. the chrome on the side looks funny, the windshield looks funny....its got a lot of work that needs to be done to it IMO.

Rar is a compression format, not a video format.

Get WinRar.

Subject: CNC REBORN : Nod Attack Cycle
Posted by glyde51 on Fri, 06 May 2005 02:12:29 GMT
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I suggest refining the window, windshield, whatever you feel like calling it.

Subject: CNC REBORN : Nod Attack Cycle
Posted by Everyone on Fri, 06 May 2005 02:57:02 GMT
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Great job Cnc Reborn team, another fantastic model. However, the wheels look too blocky and the windshield needs some work.

Subject: CNC REBORN : Nod Attack Cycle
Posted by Sir Phoenixx on Fri, 06 May 2005 03:35:34 GMT
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The rear end of the rocket launchers need the exhaust holes behind the rockets. It needs a simple interior, and transparent windows, instead of being solid.

Subject: CNC REBORN : Nod Attack Cycle
Posted by Spice on Fri, 06 May 2005 04:40:07 GMT
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I think that is a good idea, Adding a simple interior.

I don't know what detail you mean for the glass. I mean...It's glass? It's suppose to look shiney or transparent.

Subject: CNC REBORN : Nod Attack Cycle
Posted by Jecht on Fri, 06 May 2005 05:31:58 GMT
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o, its like zip, thx oblivion.

Subject: CNC REBORN : Nod Attack Cycle
Posted by Renardin6 on Fri, 06 May 2005 08:23:41 GMT
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Sir PhoenixxThe rear end of the rocket launchers need the exhaust holes behind the rockets. It needs a simple interior, and transparent windows, instead of being solid.

Yeah, but what if jumpjet infantry takes the bike ? woudl look gay to have wings trough window... So it's why we can't use 'visible driver'

Subject: CNC REBORN : Nod Attack Cycle

Posted by [Demolition man](#) on Fri, 06 May 2005 11:09:15 GMT
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don't allow jumpjet to drive. i never saw a jumpjet infantry get out any off my vehicles in TS....

Subject: CNC REBORN : Nod Attack Cycle
Posted by [Fleetatks](#) on Fri, 06 May 2005 11:10:44 GMT
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Were can i get the thing to read the .rar file?, i think it looks great, only problem is that the window on top thing, and solid in front of the bike looks tacky

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Subject: CNC REBORN : Nod Attack Cycle
Posted by [WNxCABAL](#) on Fri, 06 May 2005 11:41:39 GMT
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Dr. HemroidWere can i get the thing to read the .rar file?, i think it looks great, only problem is that the window on top thing, and solid in front of the bike looks tacky
Download WinRAR

Subject: CNC REBORN : Nod Attack Cycle
Posted by [Deactivated](#) on Fri, 06 May 2005 11:42:16 GMT
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Dr. HemroidWere can i get the thing to read the .rar file?, i think it looks great, only problem is that the window on top thing, and solid in front of the bike looks tacky
http://www.7-zip.org/

Subject: CNC REBORN : Nod Attack Cycle
Posted by [Sir Phoenixx](#) on Fri, 06 May 2005 12:50:49 GMT
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Renardin6Sir PhoenixxThe rear end of the rocket launchers need the exhaust holes behind the rockets. It needs a simple interior, and transparent windows, instead of being solid.

Yeah, but what if jumpjet infantry takes the bike ? woudl look gay to have wings trough window...
So it's why we can't use 'visible driver'
You duplicate the jumpjet model and delete the wings, and when a jumpjet gets in it you tell the script to load the other model, or you can tell it to load another existing character model that looks similar. (For that script you do have to specify what model to load in the vehicle depending on who it says the player is using, right?)

Quote:don't allow jumpjet to drive. i never saw a jumpjet infantry get out any off my vehicles in TS....
No one (not including passengers in the transports) got out of vehicles in Tiberian Sun.

Subject: CNC REBORN : Nod Attack Cycle
Posted by Naamloos on Fri, 06 May 2005 13:07:14 GMT
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Sir PhoenixxNo one (not including passengers in the transports) got out of vehicles in Tiberian Sun.

There was a 50% chance for a normal soldier to get out of a destroyed vehicle.

Subject: CNC REBORN : Nod Attack Cycle
Posted by Sir Phoenixx on Fri, 06 May 2005 13:19:07 GMT
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Oh... But they still couldn't just get out.

Subject: CNC REBORN : Nod Attack Cycle
Posted by Renardin6 on Fri, 06 May 2005 16:46:04 GMT
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yeah, only on aapc and subapc

Subject: CNC REBORN : Nod Attack Cycle
Posted by Demolition man on Fri, 06 May 2005 19:29:23 GMT
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Sir PhoenixxQuote:don't allow jumpjet to drive. i never saw a jumpjet infantry get out any off my vehicles in TS....
No one (not including passengers in the transports) got out of vehicles in Tiberian Sun.
Well i more ment it that they could consider that some classes aren't allowed to drive vehicles.
Same for the Cyborg Commando b/c it would be a to deadly combination.

Subject: CNC REBORN : Nod Attack Cycle
Posted by Renardin6 on Fri, 06 May 2005 23:27:45 GMT
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is it possible to do that ?

Subject: CNC REBORN : Nod Attack Cycle
Posted by Chronojam on Fri, 06 May 2005 23:49:25 GMT
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Best I could think of would be a script to kick you out if you were a certain character class and entered a certain vehicle.

Subject: CNC REBORN : Nod Attack Cycle
Posted by Demolition man on Sat, 07 May 2005 11:59:16 GMT
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There is already something in ren that dissallows you to get in the vehicle after buying. SO look at that script and you just have to check which character somebody has.

Subject: CNC REBORN : Nod Attack Cycle
Posted by SuperFlyingEngi on Sat, 07 May 2005 13:35:50 GMT
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Hm...the model is ok, but the dark metal is bland and the windshield looks like it was sandblasted for about 4 hours.

Subject: CNC REBORN : Nod Attack Cycle
Posted by danpaul88 on Sun, 08 May 2005 12:58:40 GMT
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Demolition manThere is already something in ren that dissallows you to get in the vehicle after buying. SO look at that script and you just have to check which character somebody has.

all that does is stop anyone but the person who bought the vehicle getting in for about 10 seconds, i doubt it even looks at what character the person is, just their name or id on the server

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Subject: CNC REBORN : Nod Attack Cycle
Posted by Demolition man on Sun, 08 May 2005 14:05:01 GMT
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danpaul88Demolition manThere is already something in ren that dissallows you to get in the vehicle after buying. SO look at that script and you just have to check which character somebody has.

all that does is stop anyone but the person who bought the vehicle getting in for about 10 seconds, i doubt it even looks at what character the person is, just their name or id on the serverI didn't say you could use that script but you could use a part off it to make your own script