
Subject: View in Vehicles

Posted by [danpaul88](#) on Sun, 03 Jul 2005 16:31:59 GMT

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How do you control where your view is on a custom made vehicle? I can enter and exit the vehicle but when in the vehicle I get a view from behind it, too low down to see where you are going...

Subject: Re: View in Vehicles

Posted by [Titan1x77](#) on Sun, 03 Jul 2005 16:42:41 GMT

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Change it's profile to another vehicle.

unfortanlty you can't create a new one for it either....as the cameras.ini is considered a cheat and doesnt work in .pkg either.

Subject: Re: View in Vehicles

Posted by [danpaul88](#) on Sun, 03 Jul 2005 17:11:33 GMT

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huh, so how did the old reborn team get the mammoths MKII view so high?

I suppose the flame tank profile might work...thx anyway!

Subject: Re: View in Vehicles

Posted by [Titan1x77](#) on Sun, 03 Jul 2005 18:45:37 GMT

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Reborn used it's own camera.ini ...which is fine in a Total conversion mod that uses it's own set of .ini's

If your making a TC mod then you can, but i was assuming your just making a .pkg mod.

Subject: Re: View in Vehicles

Posted by [danpaul88](#) on Sun, 03 Jul 2005 19:18:39 GMT

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The flame tank profile worked excellently, so I will stick with that for now.

At the moment I am just making a pkg mod, but if its popular I may expand it into a TC mod..

a few images..

Subject: Re: View in Vehicles
Posted by [tooncy](#) on Sun, 03 Jul 2005 22:40:48 GMT
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A TA TC!!!

1337!

Subject: Re: View in Vehicles
Posted by [danpaul88](#) on Sun, 03 Jul 2005 22:55:09 GMT
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lol, so you recognise the TA units then

I been working on it for a while now, mostly working on the fixed position defenses at the moment.

Subject: Re: View in Vehicles
Posted by [idebo](#) on Tue, 05 Jul 2005 09:32:57 GMT
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What's TA?

Subject: Re: View in Vehicles
Posted by [SuperFlyingEngi](#) on Tue, 05 Jul 2005 17:35:45 GMT
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YES, a TA mod!

Danpaul, if you want help with some building/vehicle modelling, contact me and I'd love to help. I think I just finished my workload for SWMOD, so I'm relatively free.

Subject: Re: View in Vehicles

Posted by [bandie63](#) on Tue, 05 Jul 2005 18:22:51 GMT

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idebo wrote on Tue, 05 July 2005 05:32 What's TA?

Subject: Re: View in Vehicles

Posted by [SuperFlyingEngi](#) on Tue, 05 Jul 2005 18:54:29 GMT

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Well, I was bored and decided to make an ARM Thunder bomber model.

Here it is, 922 triangles post-optimization...

You can have the model just as long as you put me down as the creator. PM me if you do want it.

Subject: Re: View in Vehicles

Posted by [danpaul88](#) on Tue, 05 Jul 2005 20:44:36 GMT

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lol, as you can probably see from the images my modelling isnt exactly the best, it was something I was working on in my spare time. That bomber is much better than anything I have done, I am guessing you based it on the one in the intro video?

If there are a few people willing to help out though it would probably make a good mod, although the renegade engine would need a lot of tweaking to work properly.

I used to have a website for the mod, but due to issues with the webhost its now offline...

For those who dont know TA (Total Annihilation) is an old RTS game made by Cavedog around about 1997, which had 2 expansion packs, TA: Battle Tactics and TA: Core Contingency. The game engine and physics were ahead of their time, and even now there has never been an RTS game quite like TA, which is why it is still played online to this day (on zone.com).

One of my better models is the Arm Flakker (Poly Count: 1033 - Still needs a bit of optimizing)

NOTE: In-game the minimum tilt is set so it does NOT pass through part of the base, as the image shows

Subject: Re: View in Vehicles

Posted by [SuperFlyingEngi](#) on Wed, 06 Jul 2005 00:36:10 GMT

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To answer your question, I used a concept I found floating around the internet Cavedog originally built [2560x1580 or something] that made for a great reference. Most of the original units are in the concept pack, I can give you the link if you want.

If you do want to take your TA mod to another level, and I hope you do, then you can count me on for a lot of modelling. I have a fair amount of spare time over summer break. I'd really like to see a mod based on TA, too.

Subject: Re: View in Vehicles

Posted by [icedog90](#) on Wed, 06 Jul 2005 06:07:23 GMT

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Total Annihilation was so awesome... and I miss Cavedog, they were local.

danpaul88:

The muzzle in that last screenshot you posted is WAY too smooth, it needs to be set to something like 12 sides maximum.

Subject: Re: View in Vehicles

Posted by [danpaul88](#) on Wed, 06 Jul 2005 15:21:28 GMT

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yeah, I will change it sometime, I used the default setting of 18 sides...

Subject: Re: View in Vehicles

Posted by [JeepRubi](#) on Thu, 07 Jul 2005 00:59:37 GMT

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can some 1 post some pics of TA so i can see what it was like?

Subject: Re: View in Vehicles

Posted by [danpaul88](#) on Thu, 07 Jul 2005 07:52:33 GMT

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