
Subject: Release : GDI Funhouse barracks.
Posted by [Di3HardNL](#) on Sat, 25 Oct 2008 11:46:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

My newest modification for Renegade. I redid the interior of the GDI barracks. There is a pub inside, slotmachines and a dancefloor with music! Also some funky lights finish this barracks.

Check out the video. Made by Scrin!

Only the TV's in the back aren't included (its in another topic)
and the havoc inside the pub uses the skin c_havoc.dds. so depends on what you use normally for it.

Put the music in renegade settings to the max to hear the music played close to the dancefloor

And ofcourse it WORKS in internet games.

Videolink (may be still processing) <http://www.youtube.com/watch?v=Vot3luRn2-0>

Enjoy -> downloadlink

<http://files.filefront.com/FunHouse+Barracksrar/;12150032;/fileinfo.html>

Subject: Re: Release : GDI Funhouse barracks.
Posted by [mrÄÅz](#) on Sat, 25 Oct 2008 12:26:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

LOL thats awesome, how did you got hat PUB in the MCT Wall? better say how did you remove the wall?

Subject: Re: Release : GDI Funhouse barracks.
Posted by [IronWarrior](#) on Sat, 25 Oct 2008 12:40:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Awesome, just awesome.

Subject: Re: Release : GDI Funhouse barracks.
Posted by [LiL KiLLa](#) on Sat, 25 Oct 2008 13:42:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

awesome just awesome xD
lol @ the "SmokeHavoc" xD

Subject: Re: Release : GDI Funhouse barracks.
Posted by [ErroR](#) on Sat, 25 Oct 2008 15:40:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

For some reason it screwed my texture dunno why

Subject: Re: Release : GDI Funhouse barracks.
Posted by [Starbuzz](#) on Sat, 25 Oct 2008 16:21:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Excellent work.

Subject: Re: Release : GDI Funhouse barracks.
Posted by [Di3HardNL](#) on Sat, 25 Oct 2008 16:22:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Sat, 25 October 2008 10:40For some reason it screwed my texture dunno why

Could you show a screenshot?

thanks for replies

Subject: Re: Release : GDI Funhouse barracks.
Posted by [_SSnipe_](#) on Sat, 25 Oct 2008 16:41:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Now make some for the rest

Subject: Re: Release : GDI Funhouse barracks.
Posted by [ErroR](#) on Sat, 25 Oct 2008 16:54:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Sat, 25 October 2008 19:22ErroR wrote on Sat, 25 October 2008 10:40For some reason it screwed my texture dunno why

Could you show a screenshot?

thanks for replies

I will show some tommorow

Subject: Re: Release : GDI Funhouse barracks.
Posted by [Di3HardNL](#) on Sat, 25 Oct 2008 16:57:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Sat, 25 October 2008 11:41Now make some for the rest

I'm thinking about making for other building interiors to. but i dont know what kind of stuf. got any idea's?

Subject: Re: Release : GDI Funhouse barracks.
Posted by [Starbuzzz](#) on Sat, 25 Oct 2008 17:12:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Sat, 25 October 2008 12:57SSnipe wrote on Sat, 25 October 2008 11:41Now make some for the rest

I'm thinking about making for other building interiors to. but i dont know what kind of stuf. got any idea's?

I PM'ed an idea to you.

Subject: Re: Release : GDI Funhouse barracks.
Posted by [Altzan](#) on Sat, 25 Oct 2008 18:50:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmm.

File Attachments

1) [untitled.PNG](#), downloaded 823 times



Subject: Re: Release : GDI Funhouse barracks.
Posted by [Di3HardNL](#) on Sat, 25 Oct 2008 19:27:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Altzan wrote on Sat, 25 October 2008 13:50Hmm.

Wow seems like some people have bugs with this modification. i am affraid i dont know the solution for it

If some more people have problems with it please tell me, i might be able to fix

EDIT : I might have found a possible solution. Download the FIX in my first post. ADD those files to your data (click yes on replace)

MUST have all other files still in

Subject: Re: Release : GDI Funhouse barracks.
Posted by [mr£Ä\\$Ä-z](#) on Sat, 25 Oct 2008 19:51:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Works perfect for me, but my renegade still crashes on second startup

Subject: Re: Release : GDI Funhouse barracks.
Posted by [Di3HardNL](#) on Sat, 25 Oct 2008 20:34:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Sat, 25 October 2008 07:26LOL thats awesome, how did you got hat PUB in the MCT Wall? better say how did you remove the wall?

Just edit mgar_int_n.w3d then boolean the big box that normally is closed from all sides.

I got a tip for editing interiors by the way.

Open up mgar_int_n.w3d Save the gmax scene. Delete all the meshes. Then save as mgar_int_n.w3d (nothing will be in there) Then edit another file like mgar_ag_1.w3d. Merge the mgar_int_n there. And add more stuff. The names dont matter anymore then. So save again as mgar_ag_1.w3d and you will see all the mgar_int_n.w3d files will still work properly

I hope you understand rackz. If not then i might be alittle bit to drunk

Subject: Re: Release : GDI Funhouse barracks.
Posted by [Altzan](#) on Sat, 25 Oct 2008 20:46:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmm. Again.

EDIT: Hadn't said this yet, so... I watched the video and I think you did an awesome job on this, great work!

Suggestion: perhaps it's only for certain maps that this error occurs?

File Attachments

1) [untitled.PNG](#), downloaded 790 times



Subject: Re: Release : GDI Funhouse barracks.
Posted by [Jamie or NuneGa](#) on Sat, 25 Oct 2008 23:06:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice work

Subject: Re: Release : GDI Funhouse barracks.
Posted by [nopol10](#) on Sat, 25 Oct 2008 23:41:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just awesome.

Subject: Re: Release : GDI Funhouse barracks.
Posted by [_SSnipe_](#) on Sat, 25 Oct 2008 23:42:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

see thru doors kinda like a hack?

Subject: Re: Release : GDI Funhouse barracks.
Posted by [Lone0001](#) on Sun, 26 Oct 2008 06:35:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

That would be one of Scrin's advantage skins along with the big stupid bullet holes.

Subject: Re: Release : GDI Funhouse barracks.
Posted by [mrÄÅŞÄ-z](#) on Sun, 26 Oct 2008 09:30:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

I totally understand thats what i wanted to hear

Subject: Re: Release : GDI Funhouse barracks.
Posted by [Scrin](#) on Sun, 26 Oct 2008 09:35:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Sat, 25 October 2008 18:42see thru doors kinda like a hack?

ask about this on reborn's team, GGay...and stop talk shit like that.
i like that futuristic doors, not ugly renegade ones
and di3, ownage work with it, ExDeath got owned

Subject: Re: Release : GDI Funhouse barracks.
Posted by [ErroR](#) on Sun, 26 Oct 2008 10:06:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scrin wrote on Sun, 26 October 2008 11:35SSnipe wrote on Sat, 25 October 2008 18:42see thru doors kinda like a hack?

ask about this on reborn's team, GGay...and stop talk shit like that.
i like that futuristic doors, not ugly renegade ones
and di3, ownage work with it, ExDeath got owned
ok.. this explains it but there is one more BUT. Negative havoc?

Subject: Re: Release : GDI Funhouse barracks.
Posted by [z310](#) on Sun, 26 Oct 2008 11:10:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Real men smoke non-filters.

Subject: Re: Release : GDI Funhouse barracks.
Posted by [mr£Ä\\$Ä-z](#) on Sun, 26 Oct 2008 11:15:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scrin wrote on Sun, 26 October 2008 03:35SSnipe wrote on Sat, 25 October 2008 18:42see thru doors kinda like a hack?

ask about this on reborn's team, GGay...and stop talk shit like that.
i like that futuristic doors, not ugly renegade ones
and di3, ownage work with it, ExDeath got owned

Totally agreed.

Subject: Re: Release : GDI Funhouse barracks.
Posted by [Di3HardNL](#) on Sun, 26 Oct 2008 12:28:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

z310 wrote on Sun, 26 October 2008 05:10Real men smoke non-filters.

with weed

Subject: Re: Release : GDI Funhouse barracks.
Posted by [samous](#) on Sun, 26 Oct 2008 20:40:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

here is the only glitch i have...

=samous

File Attachments

1) [glitch.bmp](#), downloaded 471 times

Subject: Re: Release : GDI Funhouse barracks.
Posted by [Di3HardNL](#) on Sun, 26 Oct 2008 21:04:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

thats when you downloaded the original download, or the Bugfix?

Subject: Re: Release : GDI Funhouse barracks.
Posted by [samous](#) on Sun, 26 Oct 2008 22:01:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

not shure, there is only one link, and i jts now downloaded it (i think bugfix). Also, could you add this skin for havoc to the barr?:

Thanks. Is there anyone out there who could convert this tga file to dds, my dds converter converts it, then when you play, the converted texture appears all black.

=samous

EDIT:

Di3HardNL wrote on Sun, 26 October 2008 05:28z310 wrote on Sun, 26 October 2008 05:10Real men smoke non-filters.

with weed

No! Real men smoke cigars, lol.

EDIT*3:If the above statement is tru -anyofthem- i'm not a real man then, i don't smoke.

EDIT*2: Reminder, this ios my first semi-good skin i have ever made, and all i use is paint and like 20 different pictures, so it will suck.

File Attachments

- 1) [havoc barrantender.bmp](#), downloaded 469 times
- 2) [c_havoc_barr.JPG](#), downloaded 829 times



3) [c_havoc_barr.tga](#), downloaded 150 times

Subject: Re: Release : GDI Funhouse barracks.
Posted by [samous](#) on Mon, 27 Oct 2008 01:19:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

see:

=samous

sry for dubble post

EDIT:here is the dds file, so if anyone can fix it...

File Attachments

- 1) [havoc_glitch.bmp](#), downloaded 449 times
 - 2) [havoc_glitch_outlined.bmp](#), downloaded 452 times
 - 3) [c_havoc_barr.dds](#), downloaded 156 times
-

Subject: Re: Release : GDI Funhouse barracks.
Posted by [anant](#) on Mon, 27 Oct 2008 02:39:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

The problem i have is when entering the barracks (through the doors) i fall through, i have to leap pas it and that sometimes doesn't work, also throught the dance dance platform

Subject: Re: Release : GDI Funhouse barracks.
Posted by [samous](#) on Mon, 27 Oct 2008 03:40:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

here are a few changes i made to it, b/c i was bored and wanted something to do.

Like it? more where that came from.

=samous

(i need to fix the ddr pad though, but thats tomarow's work...)

AGING, sry for tripple post

File Attachments

- 1) [ddr_pad.bmp](#), downloaded 433 times
 - 2) [ddr_screan.bmp](#), downloaded 435 times
 - 3) [margarita.bmp](#), downloaded 412 times
-

Subject: Re: Release : GDI Funhouse barracks.
Posted by [Di3HardNL](#) on Mon, 27 Oct 2008 14:57:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks cool i will try to get the havoc right for u, but first i got to work. also im gonna try to check why the mct isnt working properly yet. And anant, i believe the bugfix i uploaded wasn't working good either the original download is the best working so far

Subject: Re: Release : GDI Funhouse barracks.
Posted by [ErroR](#) on Mon, 27 Oct 2008 15:08:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [c_havoc.dds](#), downloaded 136 times

Subject: Re: Release : GDI Funhouse barracks.
Posted by [thrash300](#) on Mon, 27 Oct 2008 18:16:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Sat, 25 October 2008 06:46My newest modification for Renegade. I redid the interior of the GDI barracks. There is a pub inside, slotmachines and a dancefloor with music! Also some funky lights finish this barracks.

Check out the video. Made by Scrin!

Only the TV's in the back aren't included (its in another topic) and the havoc inside the pub uses the skin c_havoc.dds. so depends on what you use normally for it.

Put the music in renegade settings to the max to hear the music played close to the dancefloor

And ofcourse it WORKS in internet games.

Videolink (may be still processing) <http://www.youtube.com/watch?v=Vot3luRn2-0>

Enjoy -> [downloadlink](#)

<http://files.filefront.com/FunHouse+Barracksrar/;12150032;/fileinfo.html>

That is looks great, can we use it for online play or will there be a mismatch in the data and won't connect to the server.

Subject: Re: Release : GDI Funhouse barracks.
Posted by [Di3HardNL](#) on Mon, 27 Oct 2008 18:38:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes you can use it online only not with renguard.

Subject: Re: Release : GDI Funhouse barracks.
Posted by [samous](#) on Mon, 27 Oct 2008 21:43:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

BTW: I intend for the C_HAVOC.TGA for JUST the barracks, and not for the game itself. I want a different one for the game, which Error made for me. (THANKS ERROR)

=samous

EDIT: once i get home, i will upload the image of the new WANTED pic i made, it shows kane.

Subject: Re: Release : GDI Funhouse barracks.
Posted by [Di3HardNL](#) on Tue, 28 Oct 2008 10:55:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

should use this skin for havoc lol perfect for the pub
<http://ren.game-maps.net/index.php?action=file&id=1074>

Subject: Re: Release : GDI Funhouse barracks.
Posted by [samous](#) on Wed, 29 Oct 2008 01:34:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice, but as I said, make just a havoc skin only for the barr (probly in TGA format). I like your work, especially this one. Suggestion: Turn the Ref (NOD) into a Oil Waste Plant:

and the harvesters oil trucks:
nod:

gdi:

=samous

File Attachments

1) [nod ref.JPG](#), downloaded 709 times



Subject: Re: Release : GDI Funhouse barracks.
Posted by [Di3HardNL](#) on Wed, 29 Oct 2008 09:41:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Okay here is update with a new filename for the havoc inside bar.

and right now im re-doing the wf interior. Im changing it in some kind of (strip)club. but as you can see its far from being done

File Attachments

1) [Update New havoc texture.rar](#), downloaded 141 times

Subject: Re: Release : GDI Funhouse barracks.
Posted by [y2knemo69](#) on Wed, 29 Oct 2008 11:20:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

DI3 thats some top quality work

Subject: Re: Release : GDI Funhouse barracks.
Posted by [samous](#) on Wed, 29 Oct 2008 23:25:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

not bad

edit: YOU SHOULD MAKE ONE OF THE STRIPPERS SAKURA, LOL!

EDIT*2:

1:sry, cap was on backwards

2:Nice havoc skin... it works very good with the mod.

pic:

=samous

File Attachments

1) [nice.bmp](#), downloaded 289 times
