
Subject: METRIOD PRIME!

Posted by [samous](#) on Sat, 13 Dec 2008 02:32:49 GMT

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1: does any one have a 3D of samus?

2: I have created a dds file for samous, just b/c i'm bored. Tell me what to make better:

3: I have been compeled to create a newer version of Altzan's APC:

I wish to see what i should do to make it better. I want to teamup with altzan to make an awesome skin for the apc. (I know i screwed up part of the front, and i am fixing it now)

=samous

NOTE: ONLY RELEASE IF ASKED, AND IF ALTZAN LETS ME FOR THE APC PART.

File Attachments

1) [SamousPT.jpg](#), downloaded 1349 times



2) [v1.png](#), downloaded 1119 times



3) [v2.png](#), downloaded 1122 times



4) [v3.png](#), downloaded 1104 times



Subject: Re: METRIOD PRIME!
Posted by [Comic-Man](#) on Sat, 13 Dec 2008 06:53:02 GMT
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Nice work! It would be cool if someone made a metroid skin for the visceroid or a samus skin for havoc/sakura/ravenshaw/prototype suit sydney.

Subject: Re: METRIOD PRIME!
Posted by [Altzan](#) on Sat, 13 Dec 2008 12:09:02 GMT
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- 1] Wish I did
- 2] Very nice
- 3] Do what you want with the APC, I don't mind

Subject: Re: METRIOD PRIME!
Posted by [samous](#) on Sun, 14 Dec 2008 01:14:55 GMT
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hmm, i think i will use the samus PT icon for the APC, at least until a samus 3D model is found, a any format. I will release the metriod APC v2 soon, minor modifications needed first.

EDIT: I have now 2 ZIP files with seperate samus 3D files inside them, idk which one is better, so could someone BONE this samous character for... prototype suit sydney. plz?

<http://www.turbosquid.com/Download/Index.cfm?FuseAction=Download&ID=272001>

<http://www.turbosquid.com/Download/Index.cfm?FuseAction=Download&ID=254432>

=samous

Subject: Re: METRIOD PRIME!
Posted by [samous](#) on Sun, 14 Dec 2008 02:22:23 GMT
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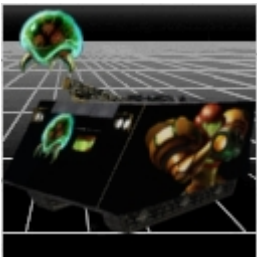
here is the APC and PT icon for APC:

the rar is attached:

=samous

File Attachments

1) [samusAPC.jpg](#), downloaded 1121 times



2) [v5.png](#), downloaded 939 times



3) [v6.png](#), downloaded 945 times



4) [v4.png](#), downloaded 923 times



5) [apc.rar](#), downloaded 177 times

Subject: Re: METRIOD PRIME!
Posted by [Altzan](#) on Sun, 14 Dec 2008 08:22:28 GMT
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I like this! PT icon is great

Subject: Re: METRIOD PRIME!
Posted by [LR01](#) on Sun, 14 Dec 2008 11:58:00 GMT
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a 3D of samous would be cool yea, the only way I can think of is ripping, but I have no idea how to

Subject: Re: METRIOD PRIME!
Posted by [samous](#) on Sun, 14 Dec 2008 17:21:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

samous wrote on Sat, 13 December 2008 17:14
<http://www.turbosquid.com/Download/Index.cfm?FuseAction=Download&ID=272001>

<http://www.turbosquid.com/Download/Index.cfm?FuseAction=Download&ID=254432>

=samous

those are the links to 2 zip files with samus 3ds and lwo 3D files. Some one bone her?

Subject: Re: METRIOD PRIME!

Posted by [Altzan](#) on Mon, 15 Dec 2008 00:32:55 GMT

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samous wrote on Sun, 14 December 2008 11:21samous wrote on Sat, 13 December 2008 17:14
<http://www.turbosquid.com/Download/Index.cfm?FuseAction=Download&ID=272001>

<http://www.turbosquid.com/Download/Index.cfm?FuseAction=Download&ID=254432>

=samous

those are the links to 2 zip files with samus 3ds and lwo 3D files. Some one bone her?

I don't think I could, but I would like to see the models. Can you link to the model's pages and not directly to the download link?

Subject: Re: METRIOD PRIME!

Posted by [samous](#) on Mon, 15 Dec 2008 00:43:01 GMT

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there are some pics of the 3d i have linked.

BTW: i didn't link the samus ball yet, b/c idk what i should use it for, maby a type of C4...

=samous

EDIT: those aren't in any game, those are the models 3d views, just manipulated. The sites don't say anything but:

Quote:unzip and enjoy

Subject: Re: METRIOD PRIME!
Posted by [pawky](#) on Mon, 15 Dec 2008 00:49:53 GMT
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Good job, samous!

Subject: Re: METRIOD PRIME!
Posted by [samous](#) on Mon, 15 Dec 2008 00:54:56 GMT
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if ur complementing me on the models, i didn't make them. I just got links to them.

don't forget:
I STILL WANT THOSE FILES BONED! (I THINK ALTZAN DOES 2)

=samous

Subject: Re: METRIOD PRIME!
Posted by [Canadacdn](#) on Mon, 15 Dec 2008 00:57:12 GMT
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samous wrote on Sun, 14 December 2008 18:54if ur complementing me on the models, i didn't make them. I just got links to them.

don't forget:
I STILL WANT THOSE FILES BONED! (I THINK ALTZAN DOES 2)

=samous

DON'T FORGET:
RENFORUMS ISN'T YOUR OWN PERSONAL MODDING WORKFORCE! (Learn how to bone characters yourself)

Subject: Re: METRIOD PRIME!
Posted by [samous](#) on Mon, 15 Dec 2008 00:59:39 GMT
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MY COMPUTER WON'T RUN gmax ANYMORE, THE %GMAXLOCAL% IS LOCATED ON A DRIVE I SOLD, AND EVEN THOUGH I RE-INSTALLED, THE %GMAXLOCAL% IS STILL ON THE OTHER DRIVE! even so, no tuts for 3Ds Max i found on rehelp, and i don't have anything else to edit "lwo" or "3ds" files.

edit: anyway, i was making shure someone could read it and not miss it, i really whant a samus character in-game.

any ideas on what the samus ball should be for in-game? maby remote C4...? Some type of power-up?

Subject: Re: METRIOD PRIME!
Posted by [Gen_Blacky](#) on Mon, 15 Dec 2008 04:01:37 GMT
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I will bone it if someone else doesn't do it first

Subject: Re: METRIOD PRIME!
Posted by [samous](#) on Mon, 15 Dec 2008 04:02:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Sun, 14 December 2008 20:01 I will bone it if someone else doesn't do it first
thank you verry much. don't ask fro skins of samus, never found any. I will get some as soon asap.

Subject: Re: METRIOD PRIME!
Posted by [Reaver11](#) on Mon, 15 Dec 2008 10:05:23 GMT
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How much polys does that samous char have? (It looks decently / too high polyied)

Edit found it. For the low 29904
and for samus A only 17248.

Subject: Re: METRIOD PRIME!
Posted by [Altzan](#) on Mon, 15 Dec 2008 15:33:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

samous wrote on Sun, 14 December 2008 18:54 if ur complementing me on the models, i didn't make them. I just got links to them.

don't forget:
I STILL WANT THOSE FILES BONED! (I THINK ALTZAN DOES 2)

=samous

Oh no, you DIDN'T put my name in huge red font

I would bone it but I never have boned a char before, I need to practice

Subject: Re: METRIOD PRIME!

Posted by [Di3HardNL](#) on Mon, 15 Dec 2008 16:08:52 GMT

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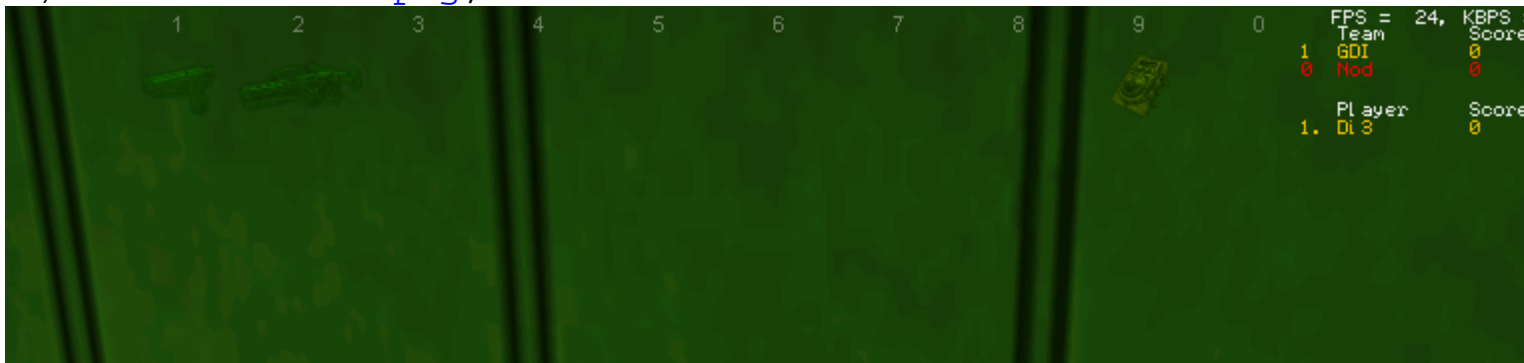
well i gave it a try, but it has no texture, it are just basic colors. I resized its arms a little, but the animations still looks bugged :/

here a screenshot and the file (for gdi minigunner) so people can try it. Il look at it later again

File Attachments

1) [c_ag_gdi_mg.W3D](#), downloaded 205 times

2) [ScreenShot421.png](#), downloaded 407 times



Subject: Re: METRIOD PRIME!
Posted by [ErroR](#) on Mon, 15 Dec 2008 18:59:21 GMT
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And di3 saves the day!

Subject: Re: METRIOD PRIME!
Posted by [Canadacdn](#) on Mon, 15 Dec 2008 19:07:59 GMT
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Di3HardNL wrote on Mon, 15 December 2008 10:08well i gave it a try, but it has no texture, it are just basic colors. I resized its arms a little, but the animations still looks bugged :/

here a screenshot and the file (for gdi minigunner) so people can try it. Il look at it later again

Is there any actual texture for this model? If not, I would say applying a reflective effect to it would make the model look a lot better.

Subject: Re: METRIOD PRIME!
Posted by [ErroR](#) on Mon, 15 Dec 2008 19:12:03 GMT
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the actual character's teture looks simple, reflective + some small texture =

Subject: Re: METRIOD PRIME!
Posted by [Altzan](#) on Mon, 15 Dec 2008 20:12:00 GMT
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Good work Di3, looks nice. Thanks for doing it

ErroR wrote on Mon, 15 December 2008 13:12the actual character's teture looks simple, reflective + some small texture =

Yeah that would probably make it look better if you're willing to try.

Subject: Re: METRIOD PRIME!
Posted by [ErroR](#) on Mon, 15 Dec 2008 20:17:46 GMT
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idk how to make things reflective (maybe cuz my 64 mb vid card does not support reflective stuff)

Subject: Re: METRIOD PRIME!
Posted by [Altzan](#) on Mon, 15 Dec 2008 21:33:59 GMT
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ErroR wrote on Mon, 15 December 2008 14:17: idk how to make things reflective (maybe cuz my 64 mb vid card does not support reflective stuff)

I was using your quote to agree that Di3 should try it if he could. I just realized it sounded like I was asking you

Also this would look great as GDI Sydney replacement.

Subject: Re: METRIOD PRIME!
Posted by [samous](#) on Tue, 16 Dec 2008 01:36:37 GMT
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3 things to point out:

1: there is no skin out there

2: The visor is actually green, not blue

3: The arms really are supposed to be that big, not as small as the one you made.

-sorry to be a critic, but i thought it might help to have the specifics 2.

=samous

edit: oh yeah, and:

samous wrote on Sat, 13 December 2008 17:14: so could someone BONE this samous character for... prototype suit sydney

plz?

Subject: Re: METRIOD PRIME!
Posted by [Altzan](#) on Tue, 16 Dec 2008 23:54:26 GMT
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Hey di3, if you don't edit Samus any further can you send the files to me so I can?

Subject: Re: METRIOD PRIME!
Posted by [samous](#) on Wed, 17 Dec 2008 01:26:30 GMT

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Altzan wrote on Tue, 16 December 2008 15:54Hey di3, if you don't edit Samus any further can you send the files to me so I can?

aren't they already uploaded...

Subject: Re: METRIOD PRIME!
Posted by [Canadacdn](#) on Wed, 17 Dec 2008 01:49:26 GMT
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samous wrote on Mon, 15 December 2008 19:363 things to point out:

- 1: there is no skin out there
- 2: The visor is actually green, not blue
- 3: The arms really are supposed to be that big, not as small as the one you made.

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=samous

edit: oh yeah, and:

samous wrote on Sat, 13 December 2008 17:14so could someone BONE this samous character for... prototype suit sydney

plz?

Three things to point out:

1. I'm amazed that somebody actually boned that character for you.
2. When someone does do work that you have requested, the least you could do is thank them.
3. You'll be lucky if anyone wants to help you with your shitty attitude.

Sorry to be a critic, but once again Renforums isn't your personal workforce.

Check out <http://www.renhelp.net>.

Subject: Re: METRIOD PRIME!
Posted by [Gen_Blacky](#) on Wed, 17 Dec 2008 01:53:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Canadacd wrote on Tue, 16 December 2008 19:49samous wrote on Mon, 15 December 2008 19:363 things to point out:

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Subject: Re: METRIOD PRIME!

Posted by [Altzan](#) on Wed, 17 Dec 2008 02:22:30 GMT

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samous wrote on Tue, 16 December 2008 19:26Altzan wrote on Tue, 16 December 2008 15:54Hey di3, if you don't edit Samus any further can you send the files to me so I can?

aren't they already uploaded...

No no no, I mean the gmax files with the bones he added. He did a great job but I would like to experiment with it, and atleast make a version for Powersuit Sydney.

Subject: Re: METRIOD PRIME!

Posted by [samous](#) on Wed, 17 Dec 2008 02:39:04 GMT

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Canadacdn wrote on Tue, 16 December 2008 17:49samous wrote on Mon, 15 December 2008 19:363 things to point out:

1: there is no skin out there

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3: The arms really are supposed to be that big, not as small as the one you made.

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=samous

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3. You'll be lucky if anyone wants to help you with your shitty attitude.

Sorry to be a critic, but once again Renforums isn't your personal workforce.

Check out <http://www.renhelp.net>.

i said i wasn't trying to be mean or anything, i just was informing him that there where slight problems. I like that he did it, and i realy apreciate it 2, but i was just letting him know. I wasn't saying:

YOU SCREWED IT UP, IT'S SUPOSED TO HAVE A GREEN VISOR YOU IDIOT!

or anything like that...

Subject: Re: METRIOD PRIME!

Posted by [Di3HardNL](#) on Wed, 17 Dec 2008 14:12:07 GMT

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samous wrote on Mon, 15 December 2008 19:36

1: there is no skin out there

2: The visor is actually green, not blue

3: The arms really are supposed to be that big, not as small as the one you made.

1: I unwrapped the model, so it has now a skin (texture)

2: I don't know what the hell a visor is, but it can be changed within the skin i guess

3: Is possible if you want to use a fucked up bugged character. These big arms aren't supported by the skeleton which renegade uses, so forget about it.

So I am going to create a basic skin for it, then you guys can make it look better. I'll post the pack in here within an hour or 2 i think.

Subject: Re: METRIOD PRIME!

Posted by [LiL KiLLa](#) on Wed, 17 Dec 2008 14:28:19 GMT

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Mark.. Happy 500 post by the way.

Subject: Re: METRIOD PRIME!

Posted by [Di3HardNL](#) on Wed, 17 Dec 2008 14:37:24 GMT

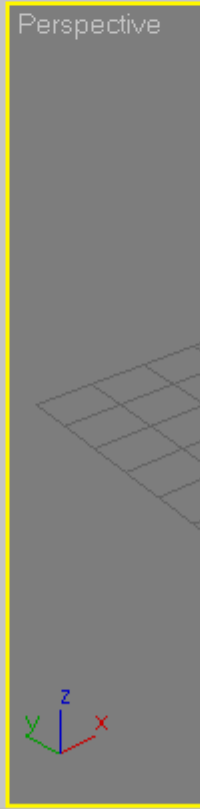
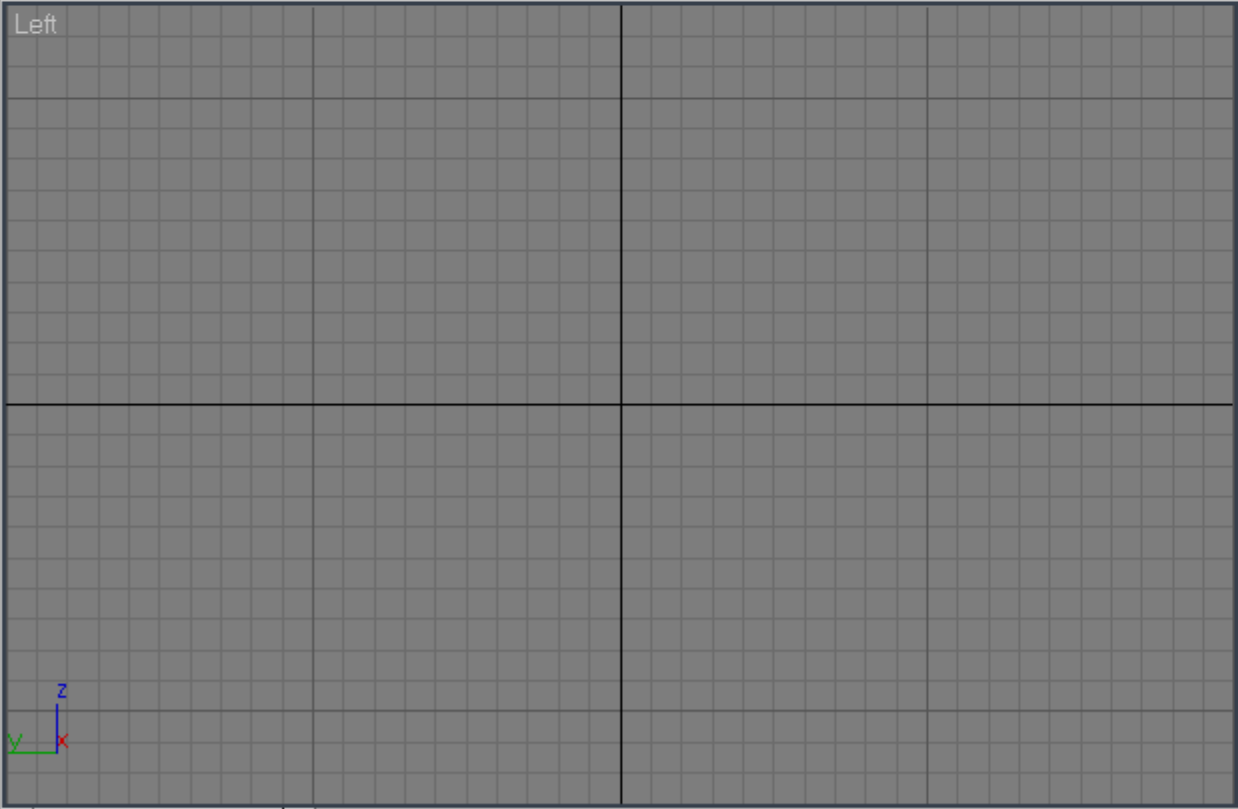
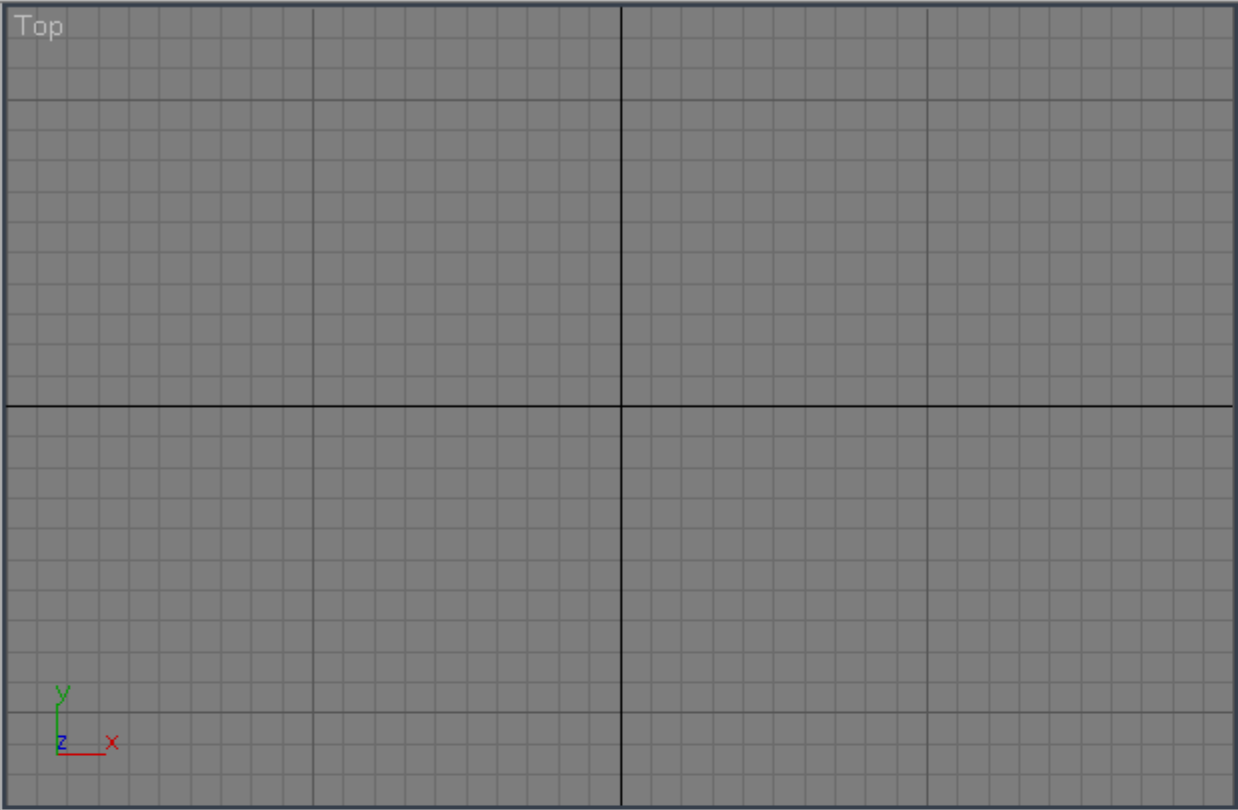
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thanks;) 502 already

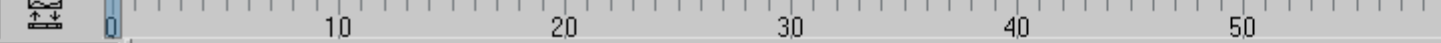
i have a little problem, the right menu in 3ds max disappeared, i dont know how to get it back anybody had this problem to with renx maybe?

File Attachments

1) [3dsdissaperad.PNG](#), downloaded 311 times



< 0 / 100 >



None Selected X Y Z Grid Ad

Click or click-and-drag to select objects

Subject: Re: METRIOD PRIME!
Posted by [LiL KiLLa](#) on Wed, 17 Dec 2008 14:42:49 GMT
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try here something

Subject: Re: METRIOD PRIME!
Posted by [Altzan](#) on Wed, 17 Dec 2008 18:50:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Wed, 17 December 2008 08:12So I am going to create a basic skin for it, then you guys can make it look better. I'll post the pack in here within an hour or 2 i think.

Great to hear!

I saw that problem you have, I wish i knew the solution

Subject: Re: METRIOD PRIME!
Posted by [Di3HardNL](#) on Wed, 17 Dec 2008 19:01:55 GMT
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well lol first i couldnt find the solution, i tried finding on internet if people had same problems. Tried everything, but nothing worked.

So i freaked out and was smashing on all keyboard buttons, and suddenly that screen popped up again LOL dont ask me which button i had to press tho

So now im back on the samous

Subject: Re: METRIOD PRIME!
Posted by [LiL KiLLa](#) on Wed, 17 Dec 2008 19:07:27 GMT
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lol it's called "smashluck"

Subject: Re: METRIOD PRIME!
Posted by [Di3HardNL](#) on Wed, 17 Dec 2008 19:54:06 GMT
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Well i tried making texture for it but it looks like shit. Please try finishing it yourself.

Files in this pack are

- Gmax scene
- W3dfile as replacement for GDI Pic
- 3 TGA (texture) files

1 - Samous_Basic_Texture

Here you can see the lines used for the model, follow these lines to make a texture on.

and the 2 others are the ones i made real fast and rough :S 1 for the head and 1 for the rest of the body.

WELL GOOD LUCK WITH IT.

File Attachments

- 1) [Samous_part1.rar](#), downloaded 123 times
 - 2) [Samous_part2.rar](#), downloaded 124 times
-

Subject: Re: METRIOD PRIME!

Posted by [Altzan](#) on Wed, 17 Dec 2008 20:00:03 GMT

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Thanks, Di3! I'm at school now so I'll d/l them when I get home. Appreciate it

Subject: Re: METRIOD PRIME!

Posted by [Altzan](#) on Wed, 17 Dec 2008 23:54:54 GMT

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I made a skin but it SUX

Atleast I know how to, now.

BTW when I put w3d and skins into data folder, it does nothing ingame. I had to insert them into Leveledit.

Subject: Re: METRIOD PRIME!

Posted by [samous](#) on Thu, 18 Dec 2008 01:47:14 GMT

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Altzan wrote on Wed, 17 December 2008 15:54 I made a skin but it SUX

Atleast I know how to, now.

BTW when I put w3d and skins into data folder, it does nothing ingame. I had to insert them into

Leveledit.

odd, si it supported for the Sydney PIC character Di3?

Subject: Re: METRIOD PRIME!
Posted by [Altzan](#) on Thu, 18 Dec 2008 02:59:03 GMT
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samous wrote on Wed, 17 December 2008 19:47Altzan wrote on Wed, 17 December 2008 15:54I made a skin but it SUX

Atleast I know how to, now.

BTW when I put w3d and skins into data folder, it does nothing ingame. I had to insert them into Leveledit.

odd, si it supported for the Sydney PIC character Di3?

It's named to replace the Sydney PIC but it doesn't. Not sure why.

Subject: Re: METRIOD PRIME!
Posted by [samous](#) on Thu, 18 Dec 2008 03:19:35 GMT
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odd. I will check it out asap. Does this happen to anyone else?

Subject: Re: METRIOD PRIME!
Posted by [Di3HardNL](#) on Thu, 18 Dec 2008 15:12:29 GMT
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put the w3d file in your data

(its in Part2)

Subject: Re: METRIOD PRIME!
Posted by [Altzan](#) on Thu, 18 Dec 2008 21:25:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Thu, 18 December 2008 09:12put the w3d file in your data

(its in Part2)

I did. =/

Subject: Re: METRIOD PRIME!
Posted by [samous](#) on Fri, 19 Dec 2008 00:33:43 GMT
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i would try it myself, but i'm grounded

=samous

Plz, if this happens (or even f it doesn't) tell us so we can find the problem.

Subject: Re: METRIOD PRIME!
Posted by [Altzan](#) on Fri, 19 Dec 2008 01:19:07 GMT
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NVM, it works now

I made a 'texture' of sorts, it really sucks but I can look at it for awhile I guess =P

Subject: Re: METRIOD PRIME!
Posted by [samous](#) on Fri, 19 Dec 2008 01:25:05 GMT
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upload SS of texture for me, whant to see.

edit: MY game crashes when i load the samus.

Subject: Re: METRIOD PRIME!
Posted by [Di3HardNL](#) on Fri, 19 Dec 2008 10:57:10 GMT
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might be because the model is such high amount of poly., then renegade can crash.

Subject: Re: METRIOD PRIME!
Posted by [LR01](#) on Fri, 19 Dec 2008 17:12:41 GMT
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little of topic maybe, but I think it would be cool to see some metriod style levels, with samus of

course, now you have her.
Just a small with a puzzle would be cool. (just a thought)

Subject: Re: METRIOD PRIME!
Posted by [Altzan](#) on Fri, 19 Dec 2008 17:50:03 GMT
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I'm tempted to model some Metroid style blocks (like from Super Metroid) and make levels out of that =]

How difficult would it be to make elevators or doors? Metroid-style doors and elevators would be freaking SWEET in my opinion!

Subject: Re: METRIOD PRIME!
Posted by [LR01](#) on Fri, 19 Dec 2008 19:41:51 GMT
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Altzan wrote on Fri, 19 December 2008 18:50 I'm tempted to model some Metroid style blocks (like from Super Metroid) and make levels out of that =]

How difficult would it be to make elevators or doors? Metroid-style doors and elevators would be freaking SWEET in my opinion!

Yea, I would love some new metriod levels to play in Renegade

Subject: Re: METRIOD PRIME!
Posted by [Altzan](#) on Fri, 19 Dec 2008 23:15:19 GMT
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LR01 wrote on Fri, 19 December 2008 13:41 Yea, I would love some new metriod levels to play in Renegade

I might experiment for the fun of it. Anything resulting from it will look like crap but who knows?

Altzan wrote on Fri, 19 December 2008 18:50 How difficult would it be to make elevators or doors? Metroid-style doors and elevators would be freaking SWEET in my opinion!

Anyone? If it isn't too hard I might try, not sure how to animate doors though.

Subject: Re: METRIOD PRIME!
Posted by [LR01](#) on Sat, 20 Dec 2008 16:55:04 GMT
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Altzan wrote on Sat, 20 December 2008 00:15LR01 wrote on Fri, 19 December 2008 13:41Yea, I would love some new metriod levels to play in Renegade

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Anyone? If it isn't too hard I might try, not sure how to animate doors though.

doors that only open when you shoot them? would be cool, but I think that that would require scripting

Subject: Re: METRIOD PRIME!
Posted by [Reaver11](#) on Sat, 20 Dec 2008 17:56:44 GMT
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Altzan wrote on Sat, 20 December 2008 00:15LR01 wrote on Fri, 19 December 2008 13:41Yea, I would love some new metriod levels to play in Renegade

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Altzan wrote on Fri, 19 December 2008 18:50How difficult would it be to make elevators or doors? Metroid-style doors and elevators would be freaking SWEET in my opinion!

Anyone? If it isn't too hard I might try, not sure how to animate doors though.

Well doors and elevators are not hard. Infact they are pretty easy. There are two tutorials for them on renhelp. Basically for a standard door you will only animate the beginning frame and the end frame. (Dont use 100 frames for a door!! Lauebi uses like 100 frames for a door which is wastage and the door will move very slow)

If you need help just call. I have a near perfect working vehicle elevator. So some standard doors and elevators wont hurt

Subject: Re: METRIOD PRIME!
Posted by [ErroR](#) on Sat, 20 Dec 2008 18:25:22 GMT
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yes don't use 100 use like 30

Subject: Re: METRIOD PRIME!
Posted by [Di3HardNL](#) on Sat, 20 Dec 2008 23:56:32 GMT
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yes, reaver is right! it is quite easy to create doors.b 30 frames is good enough indeed, and now i got to chill out. otherwise i will puke again

Subject: Re: METRIOD PRIME!
Posted by [Altzan](#) on Sun, 21 Dec 2008 02:24:56 GMT
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LOL I did make it 100 before reading this and thinking 'this is ridiculously slow'. It's also too big, lol.

I made a quicky door (same one I mentioned above, still slow, I'll fix) that I will improve soon. I'm not sure I could make a metroid style level but I did the door because the idea was cool

Like I said I will improve it.

Shooting it would be cool but I stuck with a regular door.

<http://www.xfire.com/video/54a11/>

Subject: Re: METRIOD PRIME!
Posted by [LR01](#) on Sun, 21 Dec 2008 12:31:34 GMT
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Going good, I would really like to play a map as Samus, like metroid prime, .

Subject: Re: METRIOD PRIME!
Posted by [IronWarrior](#) on Sun, 21 Dec 2008 22:28:42 GMT
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Added to Game-Maps.NET

<http://ren.game-maps.net/index.php?action=file&id=1292>

Subject: Re: METRIOD PRIME!
Posted by [Altzan](#) on Mon, 22 Dec 2008 01:07:01 GMT
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IronWarrior wrote on Sun, 21 December 2008 16:28 Added to Game-Maps.NET

<http://ren.game-maps.net/index.php?action=file&id=1292>

Nice

Subject: Re: METRIOD PRIME!

Posted by [mrÅ£Ã\\$Ä-z](#) on Mon, 22 Dec 2008 16:08:19 GMT

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Why didnt you play Canadacdn's Metroid map lol

Subject: Re: METRIOD PRIME!

Posted by [Altzan](#) on Mon, 22 Dec 2008 16:41:48 GMT

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madrackz wrote on Mon, 22 December 2008 10:08Why didnt you play Canadacdn's Metroid map lol

Cuz I didn't know one existed

Subject: Re: METRIOD PRIME!

Posted by [LR01](#) on Mon, 22 Dec 2008 16:45:40 GMT

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Altzan wrote on Mon, 22 December 2008 17:41madrackz wrote on Mon, 22 December 2008 10:08Why didnt you play Canadacdn's Metroid map lol

Cuz I didn't know one existed

where is it?

Subject: Re: METRIOD PRIME!

Posted by [mrÅ£Ã\\$Ä-z](#) on Mon, 22 Dec 2008 19:52:44 GMT

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<http://postdownload.filefront.com/5215113//80fae4194b1e632f988776ce2dd35826d5d98205b032790c92e58fb3ba60e8563be7cd557022d758>

Subject: Re: METRIOD PRIME!

Posted by [Altzan](#) on Tue, 23 Dec 2008 03:20:41 GMT

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Wow, that's pretty good!... though the connection to Metroid eludes me... I guess because you used MC for Samus and Elites for Pirates. I wish I knew how to do some of that stuff.

Subject: Re: METRIOD PRIME!
Posted by [Canadacdn](#) on Tue, 23 Dec 2008 03:57:20 GMT
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Altzan wrote on Mon, 22 December 2008 21:20Wow, that's pretty good!... though the connection to Metroid eludes me... I guess because you used MC for Samus and Elites for Pirates. I wish I knew how to do some of that stuff.

Actually, that map pretty much has nothing to do with Metroid. It was a really early test I made. Glad you enjoyed it though.

Subject: Re: METRIOD PRIME!
Posted by [mr£Ä§Ä-z](#) on Tue, 23 Dec 2008 10:54:29 GMT
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Yeah very cool map, i never won the map the snipers are damn good im gonna try to win the map today with my brother

Subject: Re: METRIOD PRIME!
Posted by [LR01](#) on Tue, 23 Dec 2008 16:50:59 GMT
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wow, that is cool

really early test? did you made any more then?

Subject: Re: METRIOD PRIME!
Posted by [samous](#) on Tue, 23 Dec 2008 21:51:32 GMT
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about the metriod map:

won't let me play it, ny ideas on what when rong. Does this on both LAN and WOL.

=samous

EDIT: here is the error message BTW:

plz help.

File Attachments

1) [metrioderror.png](#), downloaded 496 times



2) [metrioderror.png](#), downloaded 487 times



Subject: Re: METRIOD PRIME!
Posted by [Altzan](#) on Tue, 23 Dec 2008 22:43:23 GMT
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All mine did was a message saying "cannot something-or-other CreateObjectRightHook" or something strange like that, yet it worked.

Also I'm experimenting with Renegade weapons, making beam-type stuff for it. After that, the level itself will be boring but the characters might be fun enough for a LAN match.

Subject: Re: METRIOD PRIME!
Posted by [mr£Ä§Ä-z](#) on Tue, 23 Dec 2008 23:30:49 GMT
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I used a hacked version to win the map

Subject: Re: METRIOD PRIME!
Posted by [samous](#) on Wed, 24 Dec 2008 05:02:04 GMT
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Altzan wrote on Tue, 23 December 2008 14:43All mine did was a message saying "cannot something-or-other CreateObjectRightHook" or something strange like that, yet it worked.

Also I'm experimenting with Renegade weapons, making beam-type stuff for it. After that, the level itself will be boring but the characters might be fun enough for a LAN match.

TIP: have the weapons fire like normal amo (more like the tib autorifle), and edit the fire effect to a sphere. Something like that could be helpfull to making metriod guns.

Subject: Re: METRIOD PRIME!
Posted by [LR01](#) on Wed, 24 Dec 2008 08:28:48 GMT
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samous wrote on Tue, 23 December 2008 22:51about the metriod map:

won't let me play it, ny ideas on what when rong. Does this on both LAN and WOL.

=samous

EDIT: here is the error message BTW:

plz help.

odd, it won't showup, downloading again is the only thing I think of

Subject: Re: METRIOD PRIME!

Posted by [ErroR](#) on Wed, 24 Dec 2008 08:55:25 GMT

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i get the hook thing too.. and it must show a Metroid lvl.lsd there samous
