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Subject: hilarius idea

Posted by [samous](#) on Mon, 05 Jan 2009 06:45:42 GMT

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I got an idea -n clue how to do it- that i just find super funny.

Take the HON hand:

add skin to it, change the red ball to a normal collar globe, make rays of light come up from the roof, and have an audio effect that play the song:

He's got the whole world,  
In his hands.

Like the Christian (maby Jewish 2) song.

How would i do this? or have i given someone inspiration for their next product?

=samous

#### File Attachments

1) [he's got the whole world, in his hands.jpg](#), downloaded 928 times



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Subject: Re: hilarius idea

Posted by [\\_SSnipe\\_](#) on Mon, 05 Jan 2009 08:03:23 GMT

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lol funny in a way

it should be kane singing it and a scary tone like a that bad guy in con air who was singing

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Subject: Re: hilarius idea  
Posted by [samous](#) on Tue, 06 Jan 2009 00:52:22 GMT  
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not shure what ur talking about... but:

how do i go about making this?

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Subject: Re: hilarius idea  
Posted by [bisen11](#) on Tue, 06 Jan 2009 03:06:48 GMT  
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Edit the HoN model and skin?

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Subject: Re: hilarius idea  
Posted by [\\_SSnipe\\_](#) on Tue, 06 Jan 2009 03:13:14 GMT  
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bisen11 wrote on Mon, 05 January 2009 19:06Edit the HoN model and skin?  
and add sound with that song playing?

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Subject: Re: hilarius idea  
Posted by [Nod Guy](#) on Tue, 06 Jan 2009 05:01:44 GMT  
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Yeah and find the Ambient sound for the HoN and copy its name, get the song and rename song to the copy'd name and place it in the Data directory.

And i have seen a skin that changes the globe to look like ours (without the full red paintjob) but the light idea is way out of my league

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Subject: Re: hilarius idea  
Posted by [samous](#) on Wed, 07 Jan 2009 01:23:14 GMT  
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ok, i don't have to have the rays of light yet, but what is the skin for the NORMAL globe in the hand, and what is the name of the HON (overall) skin, and the name of the HON ambient sound?

My guess i can create 4+ walls with an animated rays of light on them. The blank scctions would be transparent, b/c you wouldn't be able to attack it anyway. How do you make an animated DDS file? (like the water in ISLANDS) to my knowledge, it's not scrolling, but animated like a GIF avitar or something.

=samous

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Subject: Re: hilarius idea

Posted by [BlueThen](#) on Wed, 07 Jan 2009 01:54:07 GMT

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samous wrote on Tue, 06 January 2009 19:23ok, i don't have to have the rays of light yet, but what is the skin for the NORMAL globe in the hand, and what is the name of the HON (overall) skin, and the name of the HON ambient sound?

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=samous

I believe the animation is hardcoded into the game, rather than the file itself.

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Subject: Re: hilarius idea

Posted by [samous](#) on Wed, 07 Jan 2009 02:13:35 GMT

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ok, how do i "HARDCORE" it into my model?

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Subject: Re: hilarius idea

Posted by [YazooGang](#) on Wed, 07 Jan 2009 03:31:07 GMT

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Any one wants to play ball?

HoN does

<http://www.youtube.com/watch?v=aOQUnBSVpnY>

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Subject: Re: hilarius idea

Posted by [Gen\\_Blacky](#) on Wed, 07 Jan 2009 03:55:56 GMT

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Just edited the hand exterior and add the sound in renx then just edit the .dds

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Subject: Re: hilarius idea

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Posted by [ErroR](#) on Wed, 07 Jan 2009 08:14:06 GMT

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here's a tutorial on light (if this is what you want)

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=137>

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Subject: Re: hilarius idea

Posted by [Di3HardNL](#) on Wed, 07 Jan 2009 08:21:52 GMT

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The water that looks animated isn't a .GIF file. Its just a matter of settings in RenX.

I don't know if you planned to use Renx but in this tutorial I learned how to make those animated effects.

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=2>

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Subject: Re: hilarius idea

Posted by [samous](#) on Thu, 08 Jan 2009 01:29:37 GMT

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Thanks for the tips :^)

BTW: I'm typing this on my new itouch!!!!!!!

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