Subject: [models]Proper Construction Yard setups
Posted by DL60 on Sun, 11 Jan 2009 18:03:12 GMT
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From time to time I'm going through my renegade modding stuff and looking for some nearly finished stuff which I can pu on my modding page.

The newest what I found is my Conyard-Setup whcih was indeed nearly finsihed.

Quote from my readme I wrote (includes also install-instructions):
Quote:This is my Construction-Yard setup. Although there are lots of similartities to other setups from other authors, I did the whole setup alone - without using data from others! I only used some of their ideas.
 Feature-List:
 -completly suitable for flying-maps
 -modified/improved every building-aggregate
 -destruction-animation (inside and outside) with emitters und cracks

I also packed some testmaps in here where you can take a look at may setup.

IMPORTANT!!!! If you want to modify the aggregates for your purposes, then please rename your modded versions e.g. instead of a c in mgcon_ag_2c use a d (like this mgcon_ag_2d). This applies for all the other aggregates too! I don't want any intersections with my aggregtates!

I have to emphasize the following sentence:
Quote:Although there are lots of similartities to other setups from other authors, I did the whole setup alone
So I didn't use any data from others! I only remade some of others ideas in my setup!!

Have fun with it. You can DOWNLOAD it here at my modding page @ the models section:
http://deathlink.ut-ccr.de/

Here is a picture

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File Attachments
1) Conyards.zip, downloaded 189 times
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Subject: Re: Proper Construction Yard setups
Posted by Gen_Blacky on Sun, 11 Jan 2009 18:58:12 GMT
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Good Job

Subject: Re: Proper Construction Yard setups

Posted by Altzan on Sun, 11 Jan 2009 20:04:00 GMT
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Sweet, looks very cool

EDIT: I noticed the MCT doesn't work in your testmaps.

Subject: Re: Proper Construction Yard setups
Posted by DL60 on Mon, 12 Jan 2009 12:59:51 GMT
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??? They work both perfect for me. Animations are okay and the damage dealt to the building is okay when you put a c4 on it.

Subject: Re: Proper Construction Yard setups
Posted by Di3HardNL on Mon, 12 Jan 2009 13:12:37 GMT
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They work for me to nice work!

I only wished that you knew how to make the interior look red when the building is dead, just like in original buildings.

Subject: Re: Proper Construction Yard setups
Posted by Altzan on Mon, 12 Jan 2009 13:23:31 GMT
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Huh, that's weird. I played The C&C_GDIConYard one and aimed at MCT and nothing... bombed it and did little damage... Maybe it's the scripts

If the instructions are followed in the readme things should be fine, so I guess it's irrelevant.

I like the flying attributes and the simplicity of the design

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Subject: Re: Proper Construction Yard setups
Posted by Goztow on Mon, 12 Jan 2009 13:34:30 GMT
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Is it just me or doesn't it really look like the Tib >dawn con yard?

Or isn't it ment to be?

Subject: Re: Proper Construction Yard setups
Posted by Titan1x77 on Mon, 12 Jan 2009 13:46:20 GMT
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Is it easy to convert these to .max files? I know alot of the other buildings were done, I'd use these if you can convert them.

Subject: Re: Proper Construction Yard setups
Posted by DL60 on Mon, 12 Jan 2009 15:56:09 GMT
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Quote:Is it just me or doesn't it really look like the Tib >dawn con yard?

Or isn't it ment to be?

These construction-yard-designs are from Westwood. You don't know the buildings-package westwood gave the community? There are the source files of the regular buildings in there and lots of unfinished files for other buildings (e.g. our conyards). The source files for the conyards where nearly finsihed by Westwood and started adding missing things long time ago. I finsihed it these days.

Quote:Is it easy to convert these to .max files?
I don't I never tried it but I can imagine that it is lots of work to setup and reapply all the materials again.

Subject: Re: Proper Construction Yard setups
Posted by Titan1x77 on Tue, 13 Jan 2009 12:52:12 GMT
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With the w3d tools, I remember importing w3d's and clicking update material and having little success. Im not sure if the max w3d tools will function for better or worse? I'll take a look into it, I do like my old 2in1 CY with the repair pad.