Subject: New Nod Tiberium Refinery Interior
Posted by Di3HardNL on Tue, 10 Feb 2009 21:01:52 GMT
View Forum Message <> Reply to Message

I finished another NOD building interior, this time it is the Refinery. Also now I know how to change textures when the building is getting damaged   I am going to make a tutorial of it for those that don't know how to do this.

Here is the videolink! I hope you like it

http://www.youtube.com/watch?v=0AWI8kjBsbE&feature=channel_page

---

Subject: Re: New Nod Tiberium Refinery Interior
Posted by Good-One-Driver on Tue, 10 Feb 2009 22:38:03 GMT
View Forum Message <> Reply to Message

nice i want it...

Plus I can't wait for tut.

Subject: Re: New Nod Tiberium Refinery Interior
Posted by IronWarrior on Tue, 10 Feb 2009 23:25:38 GMT
View Forum Message <> Reply to Message

Didn't you do this before?

Hmm, did the old one work?

If so, where is it, I been waiting to get it on Game-Maps for you.

The GDI one is lonely.

Subject: Re: New Nod Tiberium Refinery Interior
Posted by samous on Wed, 11 Feb 2009 01:04:38 GMT
View Forum Message <> Reply to Message

cool!really like the fire and electric damage effects when it is destroyed   good shrubbery, and funny PT, how they say "sold out" when it blown up.

=samous

Subject: Re: New Nod Tiberium Refinery Interior
Posted by ChewML on Wed, 11 Feb 2009 02:16:18 GMT
View Forum Message <> Reply to Message

lol, that is so cool looking.

Subject: Re: New Nod Tiberium Refinery Interior
Posted by Lone0001 on Wed, 11 Feb 2009 02:49:42 GMT
View Forum Message <> Reply to Message

Seriously you should make all of the pts display the building they are in that would make for a nice pack of skins

---

Subject: Re: New Nod Tiberium Refinery Interior
Posted by samous on Wed, 11 Feb 2009 03:37:07 GMT
View Forum Message <> Reply to Message

you have to edit what files to get the PTs normal, as opposed to green? I would love to make non-collered PTs. (in you tut, include the PT changing part pz)

=samous
-sry i forgot to have this in first post

Subject: Re: New Nod Tiberium Refinery Interior
Posted by Ma1kel on Wed, 11 Feb 2009 15:31:37 GMT
View Forum Message <> Reply to Message

Could you instead of the crap audio you put in your videos put good music like Iron Maiden/Judas Priest/Slayer/Black Sabbath in it?

Subject: Re: New Nod Tiberium Refinery Interior
Posted by LR01 on Wed, 11 Feb 2009 15:47:14 GMT
View Forum Message <> Reply to Message

glass? how did you do that?

Subject: Re: New Nod Tiberium Refinery Interior
Posted by ErroR on Wed, 11 Feb 2009 16:02:52 GMT
View Forum Message <> Reply to Message

LR01 wrote on Wed, 11 February 2009 17:47glass? how did you do that?
my guess that it's broken into sever pieces

Subject: Re: New Nod Tiberium Refinery Interior
Posted by Di3HardNL on Wed, 11 Feb 2009 16:15:32 GMT
View Forum Message <> Reply to Message

thanks for reply's i appreciate

and yes with the glass it was first just a simple plane with no segments. I used the 'cut'tool and simply cutted some pieces. Then select with polygons and detach the parts. Then you have like 10 meshes and give them the shatter option.

Im making a tutorial right now while modifying the airstrip. Its going to be huge lol

---

Subject: Re: New Nod Tiberium Refinery Interior
Posted by LR01 on Wed, 11 Feb 2009 16:21:00 GMT
View Forum Message <> Reply to Message

Di3HardNL wrote on Wed, 11 February 2009 17:15thanks for reply's i appreciate

and yes with the glass it was first just a simple plane with no segments. I used the 'cut'tool and simply cutted some pieces. Then select with polygons and detach the parts. Then you have like 10 meshes and give them the shatter option.

Im making a tutorial right now while modifying the airstrip. Its going to be huge lol

that works? wow, never knew that

Subject: Re: New Nod Tiberium Refinery Interior
Posted by Di3HardNL on Wed, 11 Feb 2009 20:47:29 GMT
View Forum Message <> Reply to Message

Hehe yes.

By the way I am working on my new airstrip now, I only don't know if im going to lightmap it since the textures are already pretty dark. This are just 2 screenshots of work in progress, its not finished yet.
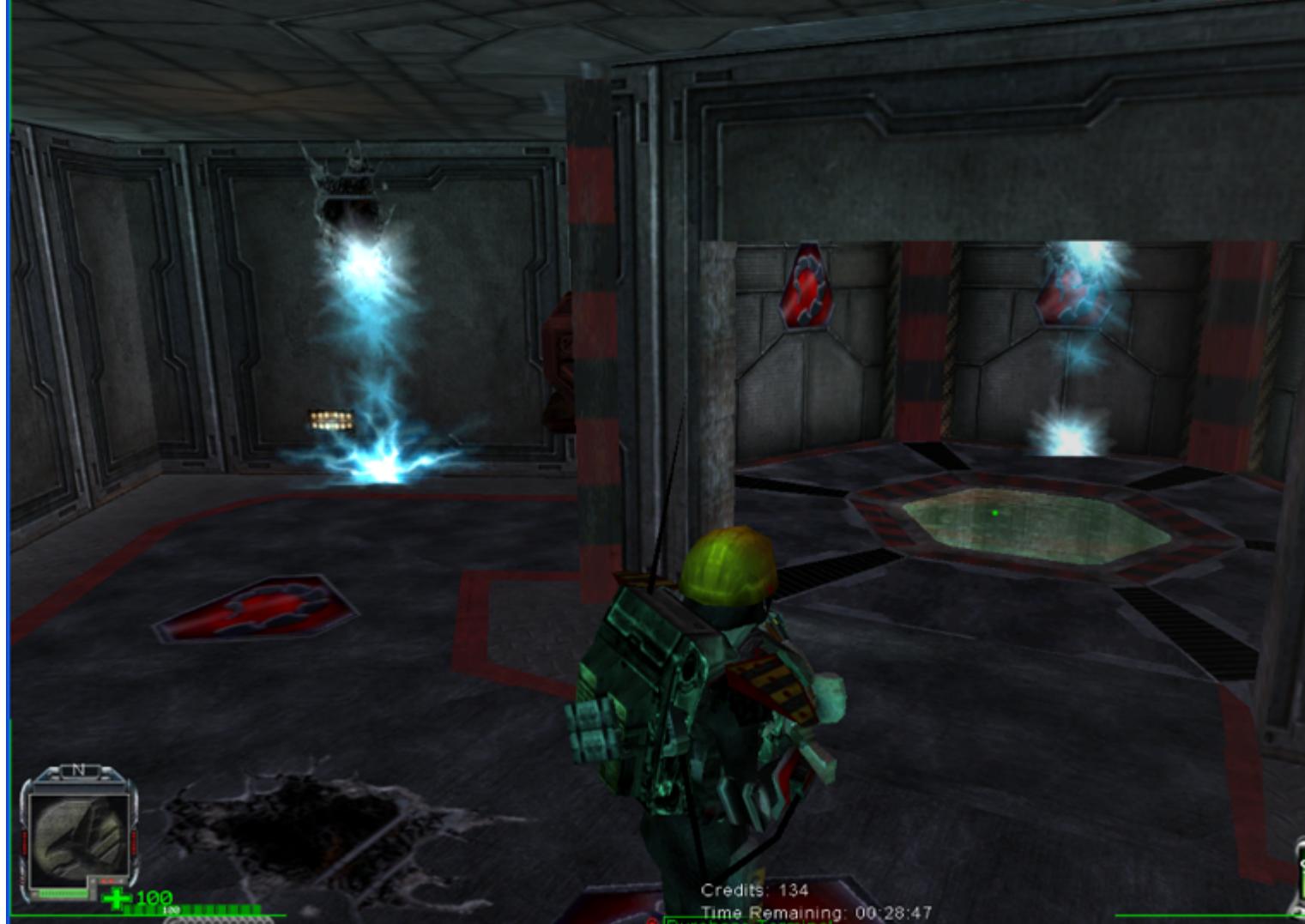
```
File Attachments
1) SS1.PNG, downloaded 341 times
```

2) SS2.PNG, downloaded 325 times

Subject: Re: New Nod Tiberium Refinery Interior
Posted by ArtyWh0re on Wed, 11 Feb 2009 22:01:00 GMT
View Forum Message <> Reply to Message

Once again awsome Di3Hard.

Subject: Re: New Nod Tiberium Refinery Interior
Posted by Good-One-Driver on Thu, 12 Feb 2009 00:03:57 GMT
View Forum Message <> Reply to Message

lol I Want Those PT!!!!

Subject: Re: New Nod Tiberium Refinery Interior
Posted by Craziac on Thu, 12 Feb 2009 05:49:57 GMT
View Forum Message <> Reply to Message

WOW! O_O

Any idea when this will be a release?

Subject: Re: New Nod Tiberium Refinery Interior
Posted by LR01 on Thu, 12 Feb 2009 16:47:09 GMT
View Forum Message <> Reply to Message

nice, nice

I have a suggestion if you want, add some consoles ore something, to call the cnc130 plane.

Subject: Re: New Nod Tiberium Refinery Interior
Posted by Gen_Blacky on Thu, 12 Feb 2009 23:24:34 GMT
View Forum Message <> Reply to Message

I like the damages

Subject: Re: New Nod Tiberium Refinery Interior
Posted by YazooGang on Fri, 13 Feb 2009 03:09:34 GMT
View Forum Message <> Reply to Message

Di3HardNL wrote on Wed, 11 February 2009 14:47Hehe yes.

By the way I am working on my new airstrip now, I only don't know if im going to lightmap it since
the textures are already pretty dark. This are just 2 screenshots of work in progress, its not
finished yet.
What do those two little pinky text on the top of the window say?

Subject: Re: New Nod Tiberium Refinery Interior
Posted by slosha on Sun, 15 Feb 2009 09:13:01 GMT
View Forum Message <> Reply to Message

Di3HardNL wrote on Wed, 11 February 2009 14:47Hehe yes.

By the way I am working on my new airstrip now, I only don't know if im going to lightmap it since
the textures are already pretty dark. This are just 2 screenshots of work in progress, its not

finished yet.

are you god?

Subject: Re: New Nod Tiberium Refinery Interior
Posted by Craziac on Mon, 16 Feb 2009 03:31:51 GMT
View Forum Message <> Reply to Message

YazooGang wrote on Thu, 12 February 2009 21:09What do those two little pinky text on the top of the window say?

"[EB] Running EBON.dll v1.0; by Stewie" and "[EB] Configuration rehashed." They're from my Reticle-per-Weapon DLL.

Subject: Re: New Nod Tiberium Refinery Interior
Posted by Di3HardNL on Mon, 16 Feb 2009 15:56:37 GMT
View Forum Message <> Reply to Message

Stewie wrote on Sun, 15 February 2009 21:31YazooGang wrote on Thu, 12 February 2009 21:09What do those two little pinky text on the top of the window say?

"[EB] Running EBON.dll v1.0; by Stewie" and "[EB] Configuration rehashed." They're from my Reticle-per-Weapon DLL.

Yes, I love the reticle per weapon good work on that

Subject: Re: New Nod Tiberium Refinery Interior
Posted by YazooGang on Mon, 16 Feb 2009 17:37:10 GMT
View Forum Message <> Reply to Message

Downloaded it, very nice.

Subject: Re: New Nod Tiberium Refinery Interior
Posted by Craziac on Mon, 16 Feb 2009 21:36:56 GMT
View Forum Message <> Reply to Message

Are you going to redo all the buildings?

Subject: Re: New Nod Tiberium Refinery Interior

Posted by candy on Tue, 17 Feb 2009 22:53:24 GMT
View Forum Message <> Reply to Message

i like your repair gun

Subject: Re: New Nod Tiberium Refinery Interior
Posted by _SSnipe_ on Sun, 22 Feb 2009 22:11:00 GMT
View Forum Message <> Reply to Message

this not up for download yet?