Subject: [Model]Samsite truck Posted by ErroR on Tue, 10 Nov 2009 12:58:00 GMT

View Forum Message <> Reply to Message

I was bored and decided to fuse the 2 into a vehicle as seen in M07 or something like that, don't really remember.

Toggle Spoiler

This is not a replacement

File Attachments

- 1) Sam truck.rar, downloaded 232 times
- 2) ScreenShot30.png, downloaded 1078 times

Page 1 of 13 ---- Generated from Command and Conquer: Renegade Official Forums



Subject: Re: [Model]Samsite truck Posted by Reaver11 on Tue, 10 Nov 2009 13:09:10 GMT

View Forum Message <> Reply to Message

Nice one. is it drivable?

If you want I will put it in the betapackage

Subject: Re: [Model]Samsite truck

Posted by ErroR on Tue, 10 Nov 2009 13:10:56 GMT

View Forum Message <> Reply to Message

Yes it's drivable, if you get it right in level edit

sure

Subject: Re: [Model]Samsite truck

Posted by Distrbd21 on Tue, 10 Nov 2009 14:34:35 GMT

View Forum Message <> Reply to Message

nice.

hey can you make one with no sides on the truck?, like a flat bed truck?

Subject: Re: [Model]Samsite truck

Posted by ErroR on Tue, 10 Nov 2009 14:56:50 GMT

View Forum Message <> Reply to Message

sure

Subject: Re: [Model]Samsite truck

Posted by Distrbd21 on Fri, 13 Nov 2009 02:03:06 GMT

View Forum Message <> Reply to Message

Bump

anything done yet?

Subject: Re: [Model]Samsite truck

Posted by ErroR on Fri, 13 Nov 2009 12:25:13 GMT

View Forum Message <> Reply to Message

should work

1) v_nod_sam_truck2.W3D, downloaded 196 times

Subject: Re: [Model]Samsite truck

Posted by The Party on Sun, 22 Nov 2009 21:31:31 GMT

View Forum Message <> Reply to Message

lol lame, but the samsite weapon is pretty cool, shakes the screen and everything.

Subject: Re: [Model]Samsite truck

Posted by ErroR on Sun, 22 Nov 2009 21:42:27 GMT

View Forum Message <> Reply to Message

lame? uh oh

Subject: Re: [Model]Samsite truck

Posted by Distrbd21 on Mon, 23 Nov 2009 04:34:36 GMT

View Forum Message <> Reply to Message

ty ty ty ty ty that is gonna be my nod mrls ^now i just have to find a cool skin for the arty to make one for gdi ^^

Subject: Re: [Model]Samsite truck

Posted by The Party on Mon, 23 Nov 2009 18:44:26 GMT

View Forum Message <> Reply to Message

ErroR wrote on Sun, 22 November 2009 15:42lame? uh oh

The reason I said this, is because Westwood already made this model. <.<

Subject: Re: [Model]Samsite truck

Posted by Tupolev TU-95 Bear on Mon, 23 Nov 2009 19:09:08 GMT

View Forum Message <> Reply to Message

The G-Man wrote on Mon, 23 November 2009 18:44ErroR wrote on Sun, 22 November 2009 15:42lame? uh oh

The reason I said this, is because Westwood already made this model. <.< and its a problem? >.> dude its a model so what?

Subject: Re: [Model]Samsite truck

Posted by ErroR on Mon, 23 Nov 2009 19:10:34 GMT

View Forum Message <> Reply to Message

The G-Man wrote on Mon, 23 November 2009 20:44ErroR wrote on Sun, 22 November 2009 15:42lame? uh oh

The reason I said this, is because Westwood already made this model. <.<
No, westwood did NOT make the model. Im M0X it's set up in LE. A truck and a samsite on it. 2
Separate presets

Subject: Re: [Model]Samsite truck

Posted by Distrbd21 on Mon, 23 Nov 2009 21:23:08 GMT

View Forum Message <> Reply to Message

exdous has it set up like that in there server to.. along with the gun boats ^^

no textures? are they the same as the old trucks, and sams?

Subject: Re: [Model]Samsite truck

Posted by ErroR on Mon, 23 Nov 2009 21:23:43 GMT

View Forum Message <> Reply to Message

yes

Subject: Re: [Model]Samsite truck

Posted by Distrbd21 on Mon, 23 Nov 2009 21:26:27 GMT

View Forum Message <> Reply to Message

hey error can you take my dds and make the diff names for the truck and sam? Is it drivable error? if not can i make it drivable and have the sam work like the mrls do?

Toggle Spoiler

here is a pic with a winter camo samsite havn't done the truck yet.

Toggle Spoiler

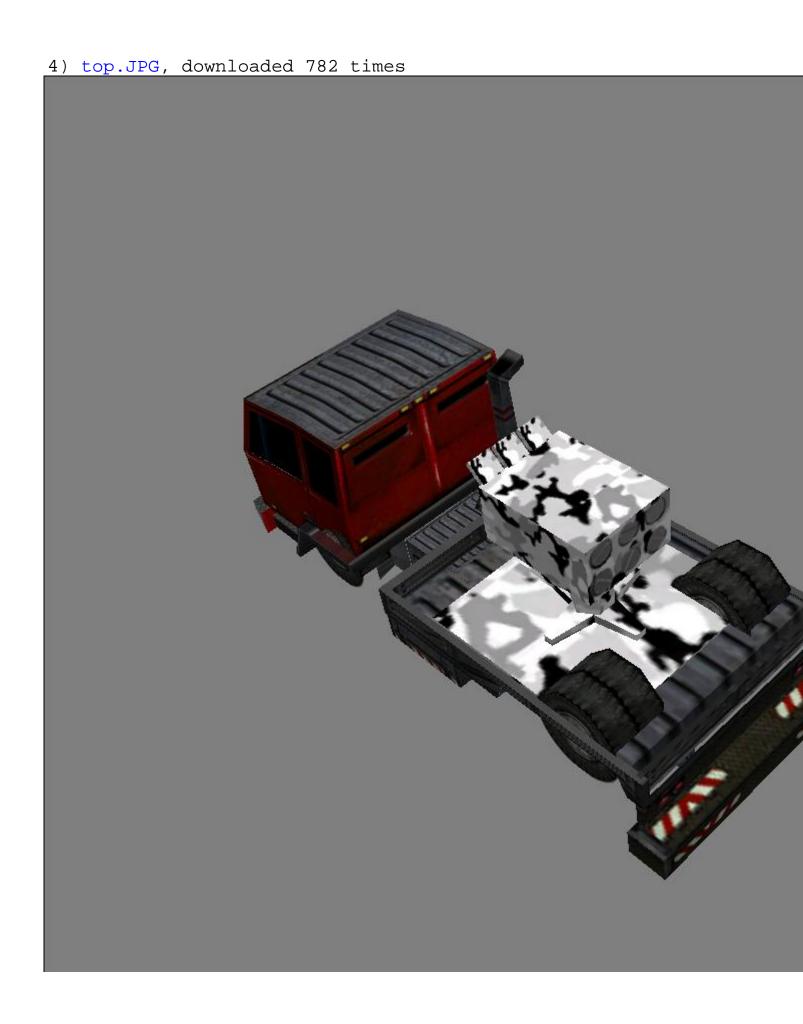
here is the full truck and sam camoed.

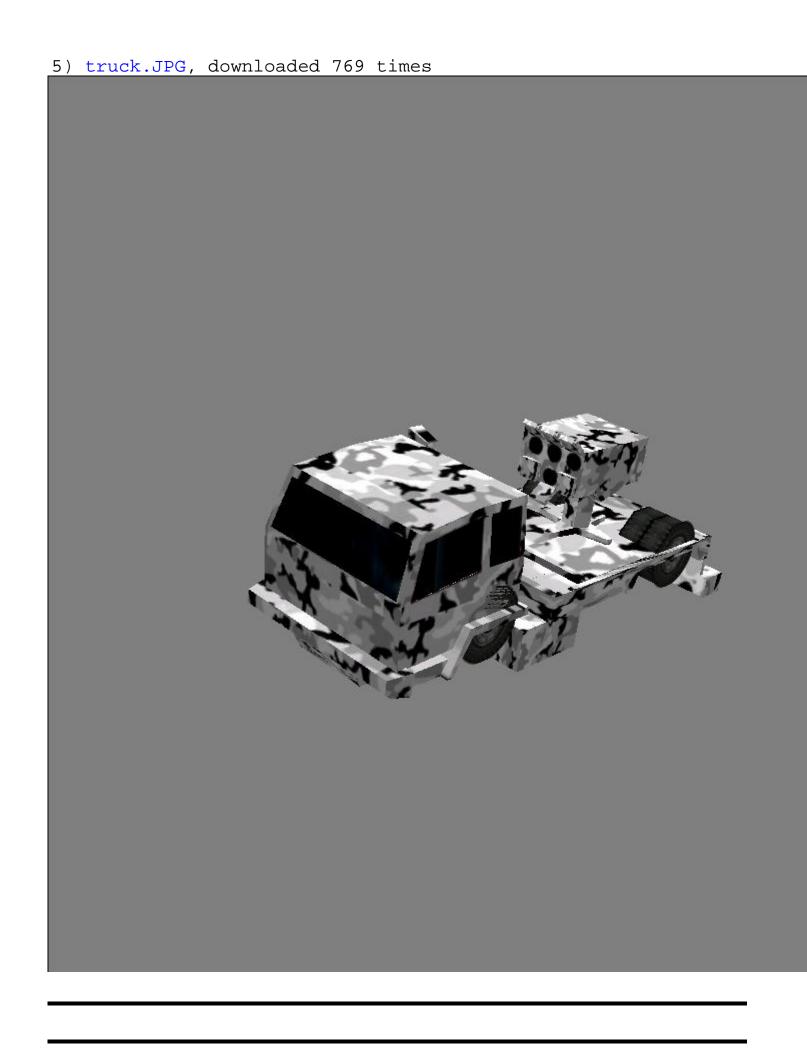
File Attachments
1) back.JPG, downloaded 788 times

Page 6 of 13 ---- Generated from Command and Conquer: Renegade Official Forums









Subject: Re: [Model]Samsite truck

Posted by Reaver11 on Wed, 25 Nov 2009 13:55:00 GMT

View Forum Message <> Reply to Message

I like the camo texture itself but I think you have overdone it a bit. You have lost a lot of details of the original truck.

Try getting some more details into it.

Also on what preset are you using the truck?

Keep in mind some do not have turret settings or even a gun.

Subject: Re: [Model]Samsite truck

Posted by ErroR on Wed, 25 Nov 2009 16:37:53 GMT

View Forum Message <> Reply to Message

Reaver11 wrote on Wed, 25 November 2009 15:55l like the camo texture itself but I think you have overdone it a bit. You have lost a lot of details of the original truck.

Try getting some more details into it.

Also on what preset are you using the truck?

Keep in mind some do not have turret settings or even a gun.

Yeah agreed, the texture needs more details. Also the truck IS drivable, if you use the truck presset, you could get it to work, but then the camera will not work well in aiming with the sam

Subject: Re: [Model]Samsite truck

Posted by The Party on Tue, 08 Dec 2009 19:14:07 GMT

View Forum Message <> Reply to Message

So basiclly it it just a truck and samsite rigged together in gmax/max and then bonned just like a tank. After that giving the ammo in LE the samsite ammo, I see.

So than how is this not a replacement?

Subject: Re: [Model]Samsite truck

Posted by Reaver11 on Tue, 08 Dec 2009 21:06:09 GMT

View Forum Message <> Reply to Message

If you want to use this you will need to make a new map or a pkg file. You cant use it online in a server as a skin.

Subject: Re: [Model]Samsite truck

Posted by renalpha on Wed, 09 Dec 2009 08:15:19 GMT

View Forum Message <> Reply to Message

As seen in the missions, it is noway to make that serverside properly. The game would lag like mad.

Besides that, inside the missions the cars didnt move. So this model has also just been placed in with most properly a kill script attached.