Subject: Renegade Alert Weapons Update...
Posted by Sir Phoenixx on Sat, 15 Nov 2003 02:04:56 GMT
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The Soviets get two newly finished weapons...

The AK47:

Polygon Count: 852
Modeler: Sir Phoenixx
Skinner: Sir Phoenixx (With metalic details from Darkblade)

This weapon will be ingame shortly...

And the Grenade:

Polygon Count: 748
Modeler: Sir Phoenixx
Skinner: Darkblade

This weapon is already ingame and functional...

(Also, next weapon on the list is the M16.)

Subject: Renegade Alert Weapons Update...
Posted by cowmisfit on Sat, 15 Nov 2003 02:05:55 GMT
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huh im not seein any pics dude just red x

Subject: Renegade Alert Weapons Update...
Posted by Aircraftkiller on Sat, 15 Nov 2003 02:14:01 GMT
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Those need to be hosted from n00bstories.com.

Subject: Renegade Alert Weapons Update...

Posted by Sir Phoenixx on Sat, 15 Nov 2003 02:45:38 GMT
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Done. (I'm registered now...)

Subject: Renegade Alert Weapons Update...
Posted by OrcaPilot26 on Sat, 15 Nov 2003 02:48:15 GMT
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how many weapon models/modellers does RenAlert have? This is the 3rd AK-47 I've seen for the mod.

Subject: Renegade Alert Weapons Update...
Posted by cowmisfit on Sat, 15 Nov 2003 02:57:15 GMT
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Those are cool. You should try moddlen for CS you would be good.

Subject: Renegade Alert Weapons Update...
Posted by Sir Phoenixx on Sat, 15 Nov 2003 03:06:24 GMT
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OrcaPilot26how many weapon models/modellers does RenAlert have? This is the 3rd AK-47 I've seen for the mod.

Renegade Alert currently has 1 weapon modeler... Now try and guess who he is.

Quote:Those are cool. You should try moddlen for CS you would be good.

Now why would I even consider CS? I'm already on a mod to the successor of the technology that CS uses (aka, Quake 3 Arena)... Modding for CS would be a LARGE step backwards, that's like sending a High School senior back to Kindergarten because he's so smart.

(I also find the concept of making a mod for a mod (Yes, Counter-Shit is a mod) for a 6-7 year old game rediculous.)

Subject: Renegade Alert Weapons Update...
Posted by OrcaPilot26 on Sat, 15 Nov 2003 03:14:50 GMT
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Isn't Nodbugger RenAlert's weapon modeller.......

Subject: Renegade Alert Weapons Update...
Posted by Sir Phoenixx on Sat, 15 Nov 2003 03:21:33 GMT
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OrcaPilot26Isn't Nodbugger RenAlert's weapon modeller.......

He was dropped from the team some time ago...

(There were/are three weapon modelers, Nodbugger, Taximes, and Me. Nodbugger is no longer, and I haven't seen Taximes around lately.)

Subject: Renegade Alert Weapons Update...
Posted by cowmisfit on Sat, 15 Nov 2003 03:46:50 GMT
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lol i know its a mod and im not a dumb ass dude. I just was making a compliment becuase i think its hard im srry if im not as "talented" as u fagget get over ur self.

Subject: Renegade Alert Weapons Update...
Posted by Nodbugger on Sat, 15 Nov 2003 03:59:45 GMT
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I thinkyou should reden the wood on the ak-47 a bit more. And thats an American Grenade. And if you need help modeling i have more time now.

Subject: Renegade Alert Weapons Update...
Posted by NeoSaber on Sat, 15 Nov 2003 07:10:06 GMT
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Sir PhoenixxAnd the Grenade:

Polygon Count: 748
Modeler: Sir Phoenixx
Skinner: Darkblade
Everything else: NeoSaber

Subject: Renegade Alert Weapons Update...
Posted by Ugauga01 on Sat, 15 Nov 2003 12:55:12 GMT
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I think the Grenade has too much Polys.

Subject: Renegade Alert Weapons Update...
Posted by exnyte on Sat, 15 Nov 2003 13:34:57 GMT
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cowmisfitim not a dumb ass dude.

Matter of opinion.

Subject: Renegade Alert Weapons Update...
Posted by Havoc 89 on Sat, 15 Nov 2003 15:17:37 GMT
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Nice work Sir Phoenixx they like awesome

Subject: Renegade Alert Weapons Update...
Posted by Sir Phoenixx on Sat, 15 Nov 2003 15:44:46 GMT
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Ugauga01I think the Grenade has too much Polys.

COMPLETELY WRONG. Thank you for playing, don't come again.

The third person version, and the projectile are 200 polygons.

Quote:lol i know its a mod and im not a dumb ass dude. I just was making a compliment becuase i think its hard im srry if im not as "talented" as u fagget get over ur self.

I didn't say you didn't know it was a mod, and yes you are. I also never said anything about you. :rolleyes:

(Saying "you're good enough to model for CS" is an insult. Anyone is good enough to model for that poor excuse of a game.)

Subject: Renegade Alert Weapons Update...
Posted by Sir Phoenixx on Sat, 15 Nov 2003 15:52:10 GMT
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NodbuggerI thinkyou should reden the wood on the ak-47 a bit more. And thats an American Grenade. And if you need help modeling i have more time now.

According to everyone else, the wood texture (which is custom made) is great.

Of course it's an American grenade. But that doesn't matter, since that was the type of grenade that was shown in Red Alert.

(And we don't need help with the modeling. We already have a half dozen models that are still waiting to be put in for the weapons, and only about 3 weapons left to be modeled.)

Subject: Renegade Alert Weapons Update...
Posted by Nodbugger on Sun, 16 Nov 2003 01:36:56 GMT
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Sir PhoenixxNodbuggerI thinkyou should reden the wood on the ak-47 a bit more. And thats an American Grenade. And if you need help modeling i have more time now.

According to everyone else, the wood texture (which is custom made) is great.

Of course it's an American grenade. But that doesn't matter, since that was the type of grenade that was shown in Red Alert.

(And we don't need help with the modeling. We already have a half dozen models that are still waiting to be put in for the weapons, and only about 3 weapons left to be modeled.)

Russian ak-47s are more reddish in tint. Chinese Korean and vietnamese ones tend to be more wood colored.

http://kalashnikov.guns.ru/images/0501.jpg

Subject: Renegade Alert Weapons Update...
Posted by Deafwasp on Sun, 16 Nov 2003 06:37:04 GMT
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Uhhhh thats a nice grenaide and all, but it has a few to many hundred polys.....

Subject: Renegade Alert Weapons Update...
Posted by Jaspah on Sun, 16 Nov 2003 13:49:53 GMT
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Moderator Edit: Stop quoting posts directly over yours. You will cease doing that immediately or face consequences. If I find another post where all you put down is three rolling eyes graemlins, you're not going to like the outcome. Last and final warning.

Subject: Renegade Alert Weapons Update...
Posted by cowmisfit on Sun, 16 Nov 2003 16:52:44 GMT
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My post was edited as well or deleted or something it was no reason to be deleted either.

Subject: Renegade Alert Weapons Update...
Posted by Sanada78 on Sun, 16 Nov 2003 18:39:16 GMT
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It's quite amazing what some of the people in this community can produce. I'd say that those weapons look like something that'll come out of Half-Life 2. The textures look accurate, and the models have enough polygons to make them look real.

Good Work.

Did you make them in 3DS Max and imported them, or where they made completely in GMax?

I'll probably try and make a weapon and see what I can cook up. No doubt it'll be crap and look no where as good as those.

Subject: Renegade Alert Weapons Update...
Posted by Nodbugger on Sun, 16 Nov 2003 18:41:59 GMT
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All I have to say about polygons is in Renegade polys do not matter. Textures are what slow Renegade down. I have 10 100 miliion poly abrams tank in a map and my pc never slowed down. That was on a 400mhz ati rage 8mb with 64mb ram computer.

Subject: Renegade Alert Weapons Update...
Posted by PiMuRho on Sun, 16 Nov 2003 19:01:40 GMT
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Bullshit. There is a finite limit to the amount of polygons a PC can handle. The engine itself would also eventually run out of address space.

Textures use memory. They don't call for much CPU time at all. Physics, particle systems, any form of realtime lighting (which Renegade hasn't got) will slow things down. Gratuitous use of multipass textures slows things down (because each polygon is rendered once per pass).

No way on earth did you have a 1 billion poly scene running on a system with those specs.

Subject: Renegade Alert Weapons Update...
Posted by Jaspah on Sun, 16 Nov 2003 19:32:38 GMT
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NodbuggerAll I have to say about polygons is in Renegade polys do not matter. Textures are what slow Renegade down. I have 10 100 miliion poly abrams tank in a map and my pc never slowed down. That was on a 400mhz ati rage 8mb with 64mb ram computer.

I seriously doubt that.

To Moderator: I did that because we already explained the polygon situation. Maybe I'll use words next time...

Subject: Renegade Alert Weapons Update...
Posted by Sir Phoenixx on Sun, 16 Nov 2003 21:15:06 GMT
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DeafwaspUhhhh thats a nice grenaide and all, but it has a few to many hundred polys.....

No, it doesn't. The 1st person grenade is 748 polygons. The average/medium/etc. weapon polygon count would be around 1000 polygons. This grenade is a low polygon model. Also, this 748 polygon grenade is ONLY the 1st person model, the 3rd person model and projectile are 200 polygons.

Quote:That was on a 400mhz ati rage 8mb with 64mb ram computer.

Lie. My computer is 700mhz, with an 8mb Nvidia, with 256mb SDRAM, and I can almost play Renegade on MAX detail at an average of 30fps. There is no way you can play Renegade with the same detail level, with a computer that is not even half as powerful with over 1 billion polygons on screen.

Quote:Did you make them in 3DS Max and imported them, or where they made completely in GMax?

Both models were made completely in 3dsmax, including the UVW mapping. They were than imported into gmax to pass on to a team member to do the boning/whatever. (Neosaber)

Quote:Russian ak-47s are more reddish in tint. Chinese Korean and vietnamese ones tend to be more wood colored.

http://kalashnikov.guns.ru/images/0501.jpg

There is barely a slight difference in the tint. They're still AK47s, and just because some AK47s have a slightly higher red tint doesn't mean anything.

Subject: Renegade Alert Weapons Update...
Posted by Nodbugger on Sun, 16 Nov 2003 21:43:23 GMT
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Well know its not Bulshit. And it ran on about 4 fps normally. With the 1 billiob polygons its maybe went donw to three ploygons. And it is true. If you ever see doitle on this board ask him. It was his old computer.

Renegade can hold as many polygons as its wants with very little slow down. Sure there is a limit. But it is higher than alot of other games.

Subject: Renegade Alert Weapons Update...
Posted by PiMuRho on Sun, 16 Nov 2003 22:01:11 GMT
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4 fps? That's a slideshow. That's nothing like "running normally". It's not a limitation of Renegade - it's the hardware. Like I said, eventually you'll hit hard-coded limits, or run out of address space, but there's nothing special about the Renegade engine in that regard.

Subject: Renegade Alert Weapons Update...
Posted by Nodbugger on Sun, 16 Nov 2003 23:10:03 GMT
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fps for that computer was normal. And after putting that many polys into a map it still did 4fps. So making things low poly really isnt rellevant in renegade. It doesnt put that much on the engine that it would slow it down. Loading textures does. Otherwise you would see objects popping up and not textures when you first start. those weapons could easily go up to 50k polys and it wouldnt make a difference.

Subject: Renegade Alert Weapons Update...
Posted by PiMuRho on Mon, 17 Nov 2003 08:38:59 GMT
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Rubbish. Utter rubbish. Do you understand termslike "fill-rate"? If you saturate a scene with 50k+ poly weapon models, it will make a difference. Why do you think Westwood made such relatively low-poly models? Why do you think theirr level designers had a limite polygon budget to make the maps with?

Loading textures makes no difference - all textures are cached when you load the level, not loaded during it.

Subject: Renegade Alert Weapons Update...

Posted by laeubi on Mon, 17 Nov 2003 11:36:36 GMT

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dude its the other way round: All W3D's are cahced (that's what Ren doing while loading, it also chaec the Teryxture Names)
The Texture itself is only loaded when you 'see' at an object.
I myself tested a map with 2mil Polygon's without any texture running fine with 120 fps on my Radeon7500 (normal RenFPS is about 60-70).

And yes, I understand terms like fillrate etc, but I also have tested alot of the Ren engine :rolleyes:

Subject: Renegade Alert Weapons Update...
Posted by PiMuRho on Mon, 17 Nov 2003 13:12:02 GMT

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Renegade uses Managed Textures under DirectX. They're loaded prior to the scene being rendered if there's sufficient memory (Renegade has about 80mb of textures). If there isn't, it's swap time, and that causes a system performance issue (not an FPS slowdown) as the engine swaps textures back and forth from the disk.

Textures use memory, they require very little in the way of CPU or GPU time. Polygon limits are there to set performance boundaries.

If polygons don't matter, why is everyone making models for Renegade and still sticking to the approximate polygon limits that Westwood used?

Subject: Renegade Alert Weapons Update...
Posted by laeubi on Mon, 17 Nov 2003 14:52:06 GMT

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Ask ppl who does... I don't bother
Well and I think 300meg of free memory are nepough to hold all Ren Textures... but it loads then from my Slow HD so I see teh blank one sometomes on normal game to.