

Re: new here, my lang project...

Source: <http://coding.derkeiler.com/Archive/General/comp.object/2005-01/1274.html>

From: cr88192 (cr88192_at_NOSPAM.hotmail.com)

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writing, this time with not much time and a hangover...

"H. S. Lahman" <h.lahman@verizon.net> wrote in message
news:ELSKd.737\$AY3.268@trndny05...

> *Responding to Cr88192...*

>

>>>>>>> *What sorts of tools and what are they generating? (I had the*

>>>>>>> *impression you were manually coding C.)*

>>>>>>>

>>>>>>>

>>>>>>> *well, primarily modellers (milkshape, ac3d, ...) and programs like*

>>>>>>> *quark (which do mapping). these tools were generally designed for*

>>>>>>> *quake-style games (quake 1/2/3, half-life, ...).*

>>>>>>>

>>>>>>> *Never heard of them. What sort of models? [I assume you aren't doing*

>>>>>>> *UML models. B-)] I gather these are sort of home-grown modding tools*

>>>>>>> *of some sort?*

>>>>>>>

>>>>>>>

>>>>>>> *nope, these do 3d models specific to the game...*

>>>>>>> *quark is fairly popular as a multi-game mapper.*

>>>>>>>

>>>>>>> *Are these pure graphics models (e.g., the equivalent of a GUI builder for*

>>>>>>> *a graphics pane)? Or are they for the physics of resolving movement,*

>>>>>>> *extent, etc.*

>>>>>>>

>>>>>>>

>>>>>>> *both.*

>>>>>>>

>>>>>>> *In the same model? Or are there separate models for display and movement*

>>>>>>> *physics?*

>>>>>>>

same model.

>> *the models consist of entities, which are bags of key/value pairs that*

>> *can also have geometry attached to them.*

>> *the geometry consists of "brushes", which are defined in terms of*

>> *intersecting sets of planes (that can also have textures applied to them*

comp.object: Re: new here, my lang project...

>> *and suc*