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Subject: Crazy ass fish eye problem :P

Posted by [Anonymous](#) on Sat, 07 Dec 2002 11:28:00 GMT

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There is an easier way, just make your own path in RenX, export the animated bone, then attach the hovercraft to that bone...This would all be done in one cinematic script, the hovercraft would be created, then a couple seconds later, the tank, then the hovercraft would follow the custom made that to the shore, at which point you have the hovercraft release the tank from it's cargo bone and it would follow a waypath on the shore to get off the hovercraft, then the hovercraft would turn around and fly back to the aircraftcarrier and dissapear until the next vehicle was made.

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