
Subject: VIS - - Location?

Posted by [Anonymous](#) on Sat, 19 Oct 2002 14:12:00 GMT

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Is this correct?<http://www.westwoodmods.com/forum/uploads/post-2-1035061758.jpg>

Subject: VIS - - Location?

Posted by [Anonymous](#) on Sat, 19 Oct 2002 15:04:00 GMT

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alright before i said i am gonna make a continuum mod and said i already have some models done... here is some info on the mod. there will be 8 ships with different abilities. the mod takes place in space. so far i only thought of 2 type of games TDM and DM. so anyways, the objective of the mod is... well go and kick some butt!!!*****here are some info on the ships.*****NameWarbirdSpecial abilitiesNone (i might make some up)WeaponSingle medium powered lazer cannonSpeedFastShiled TypeLightTypeassult craft*****NameJavelinSpecial AbilitiesHeat seeker MissileWeaponSingle low powered lazer cannonSpeedFastSheild TypelightTypeBomber*****NameSpiderSpecial AbilitiesNone (i might make some up)WeaponLow powered plasma chain gunSpeedBetween Fast and MediumShield TypelightTypeMedium assult craft*****NameLeviathanSpecial AbilitiesHeavy Heat seeker MissileweaponHeavy Twin Lazer CannonsSpeedSlowShield TypeHeavyTypeHeavy defence Bomber*****NameTerrierSpecial AbilitiesEnergy BurstweaponTwin low powered lazer cannonsSpeedVery FastShield typelighttypeassult craft*****NameWeaselSpecial AbilitiesCloakWeaponSingle Low powered lazer cannonSpeedMediumShield typebetween light and mediumTypestealth assult craft*****NameLancasterSpecial AbilitiesNone (might make some)weaponHeavy Twin Lazer CannonSpeedMediumShield TypeBetween Medium and heavyTypeAssult Fighter*****NameSharkSpecial AbilitesHeat Seeker MissileWeaponsSingle Medium Lazer CannonSpeedMediumShield TypeBetween Medium and HighTypeDefence craft*****thats it...oh wait and here is the pic of the Weasel and ill soon post the other picthe only problem im having is... i cant open my level edit. i tried reinstalling it like 10 times but no luckany ideas? [October 19, 2002, 18:37: Message edited by: Havoc 89]

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Posted by [Anonymous](#) on Sat, 19 Oct 2002 16:00:00 GMT

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No real ideas, but nice model there ^o^

Subject: VIS - - Location?

Posted by [Anonymous](#) on Sat, 19 Oct 2002 16:42:00 GMT

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yes i got leveledit to work!!!! i guess deleting everything worked. now i have to install everything. all the games and moding stuff. well atleast none of my model are gone. now i can finally start continuum mod

Subject: VIS - - Location?

Posted by [Anonymous](#) on Sat, 19 Oct 2002 17:36:00 GMT

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Haven't tried vis, although I'm going to on my next map. From what I understand, the Vis sectors must be a clone of your ground terrain that is exploded. It can't just be a flat plane (that is unless your terrain is a flat plane.) Also, I believe it must be 10 meters below the real ground, although I am unsure. Check out the hourglass file.

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Posted by [Anonymous](#) on Sat, 19 Oct 2002 17:42:00 GMT

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No. It can be in the same mesh locations as the terrain and explode it. Some Rhino's correct about looking at the VIS group in the hourglass.gmax example. And look at their W3D exporting selections for it. The 10 meters part is only for flying units. And it goes up. [October 19, 2002, 17:44: Message edited by: Ingrownlip]

Subject: VIS - - Location?

Posted by [Anonymous](#) on Sat, 19 Oct 2002 19:24:00 GMT

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H89, you have made some cool models in the past. I think I have your office building and house models, they were sweet. good luck. and oh yeah, KANE LIVES!

Subject: VIS - - Location?

Posted by [Anonymous](#) on Sat, 19 Oct 2002 21:12:00 GMT

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huh??? what do you mean by office building and house model???

Subject: VIS - - Location?

Posted by [Anonymous](#) on Mon, 21 Oct 2002 00:09:00 GMT

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ok i just finished my new model of the javelin. ill post a pic soon. here is a question. i was thinking of adding emitter on the back of each ship as jets. but for the weasel how ever. the jets still show up even when the weasel is in cloak mode. so should i take away jets for weasel? or should i take away jets for every ship??EDIT: Here is the pic of the Javelin [October 20, 2002, 12:18: Message edited by: Havoc 89]
