
Subject: Gdi HoverCraft!

Posted by [Anonymous](#) on Wed, 23 Oct 2002 18:26:00 GMT

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I was looking around and i can't seem to get the Gdi Hover Craft To have a driver! put i showed me the Visable Passenger! It looks like a normal person with his hand out. Put i wanna Figured out how to make the driver... And why can't you pick you power armor!?

Subject: Gdi HoverCraft!

Posted by [Anonymous](#) on Thu, 24 Oct 2002 13:32:00 GMT

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Hello?

Subject: Gdi HoverCraft!

Posted by [Anonymous](#) on Thu, 24 Oct 2002 13:37:00 GMT

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uhmm...i think this is what you mean...you need to make the vehicle transitions "Vehicle_Enter" & "Vehicle_Exit", and you also need to change the number of passengers

Subject: Gdi HoverCraft!

Posted by [Anonymous](#) on Thu, 24 Oct 2002 14:35:00 GMT

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I added 6 Passenger Seats And i made One Enter and 1 Exit... you can get in... won't move though...

Subject: Gdi HoverCraft!

Posted by [Anonymous](#) on Fri, 25 Oct 2002 09:58:00 GMT

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i don't think the hovercraft has wheel bones, or tank tread bones, would have to be redone to make drivable...

Subject: Gdi HoverCraft!

Posted by [Anonymous](#) on Fri, 25 Oct 2002 11:52:00 GMT

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unless you want to make it a VTOL vehicle

Subject: Gdi HoverCraft!

Posted by [Anonymous](#) on Fri, 25 Oct 2002 19:49:00 GMT

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Don't VTOL aircraft need wheel bones as well?? I thought thats what Greg said...?

Subject: Gdi HoverCraft!

Posted by [Anonymous](#) on Sat, 26 Oct 2002 16:51:00 GMT

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Neg, They do not need Wheel Bones!

Subject: Gdi HoverCraft!

Posted by [Anonymous](#) on Sat, 26 Oct 2002 17:03:00 GMT

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A VTOL vehicle will go too high for a normal hovercraft. Can't you just make wheels with hidden geometry?

Subject: Gdi HoverCraft!

Posted by [Anonymous](#) on Sun, 27 Oct 2002 09:34:00 GMT

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Yeah, I would suggest you give it wheel bones, that have the hidden W3D option selected, also, make it sit higher up then most other vehicles. If you make it a vtol, make it so you cannot rise vertically, and also stick an invisible roof with just a tiny bit of clearance above the hover craft, that way, if you hit something, you will not fly way up and not be able to come back down.
