
Subject: Nod Jet

Posted by [reborn](#) on Fri, 29 Apr 2005 09:19:29 GMT

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There is a Nod jet w3d file inside renegade. Has anyone ever tried making it actually usable for a modifaction?

It will drop into the game using a .dll hook or whatever method preferred, however you can't enter it and it appears to have some weird invisible box around it too.

I have only used its default presets and will try using trial error to make it work later, but if anyone knows some presets that might help, or if attaching a specific script to it to make the vehicle enterable then I would appreciate the information.

I also have the same issue with the GDI A-10 bomber.

Many thanks in advance for any help in this matter.

Subject: Nod Jet

Posted by [Renx](#) on Fri, 29 Apr 2005 11:29:53 GMT

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Most mods added it in back when all those little mods came out in the first 6 months after renegade's release.

Subject: Re: Nod Jet

Posted by [Deactivated](#) on Fri, 29 Apr 2005 11:43:07 GMT

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Rebornhowever you can't enter it and it appears to have some weird invisible box around it too.

That invisible box is the WorldBox, which defines the bounding area of the object.. A WB is always a box, even if you made a WorldBox mesh with exactly same shape as the real model.

Subject: Nod Jet

Posted by [danpaul88](#) on Fri, 29 Apr 2005 21:31:10 GMT

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click on 'mod' for the preset and remove the 'M00-Disable_Transition'.

westwood put this on most models, it prevents you from entering vehicle models. I would guess thats why you cant get in, although I dont know if the model has all the bones etc nessicary to actually use it when u get in...

EDIT: btw, you should probably copy the model as a 'temp' and then make your changes, or it will only work on a .pkg type map

Subject: Nod Jet

Posted by [reborn](#) on Sat, 30 Apr 2005 13:43:42 GMT

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I had allready tried what you had suggested... unfortunately it didn't work. Thanks anyway man.

Subject: Nod Jet

Posted by [-MP-recon](#) on Sun, 01 May 2005 23:30:24 GMT

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try to edit it in Renx

yuo can edit w3d files in Renx with a special file.

good luck with it m8

Subject: Nod Jet

Posted by [danpaul88](#) on Sun, 01 May 2005 23:49:08 GMT

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yeah, a plugin / maxscript you can download...

<http://taren.westwoodcore.net/w3dgmaz.zip>

This should be what you need

Subject: Nod Jet

Posted by [glyde51](#) on Tue, 03 May 2005 00:50:24 GMT

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Yeah, you might have to BONE it to get it to full work. I mean, you gotta BONE that plane, no matter how HARD it may be to get it working. Stick a GUN on it too.

Subject: Nod Jet

Posted by [IRON FART](#) on Tue, 03 May 2005 00:57:03 GMT

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Why ARE you capitalizing RANDOM words?

I'd like to see a fan made SP level with a working jet in it.

Subject: Nod Jet

Posted by [glyde51](#) on Tue, 03 May 2005 01:07:14 GMT

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Because if you look at it from my perverted view..
