Subject: Need Vehicle Help Please
Posted by Anonymous on Thu, 02 Jan 2003 10:58:00 GMT
View Forum Message <> Reply to Message

I have this Alligator that INGROWNLIP added the vehicle bones for. (dont ask why LOL) and It wont turn. I made sure the wheel bone names are correct, IE Left and Right. any1 who could help me, Please PM me with your E-Mail and I will send U the GMAX file, for U to look at and/or fix. Please, this is a critical part of C&C_Swamp and the map wouldnt be the same without it.(Alligator follows PDS_Test_follow_waypath is the Idea)Thanks, and oh yeah, KANE LIVES! [January 02, 2003, 10:59: Message edited by: garth8422]

Subject: Need Vehicle Help Please
Posted by Anonymous on Thu, 02 Jan 2003 11:34:00 GMT
View Forum Message <> Reply to Message

It might not be the alligator... does the alligator follow waypath.. but the body doesn't turn? or just it just sit there, or does it go into a straight line?

Subject: Need Vehicle Help Please
Posted by Anonymous on Thu, 02 Jan 2003 14:10:00 GMT
View Forum Message <> Reply to Message

I have a feeling it's Commando parameters, but not positive.

Subject: Need Vehicle Help Please
Posted by Anonymous on Thu, 02 Jan 2003 22:23:00 GMT
View Forum Message <> Reply to Message

Im not sure if its commando or what. I used a clone of the CNC_Med_tank from GDI and set it to wheeled vehicle. I could change it to Tracked vehicle and try it. BTW I drove it and it goes forwards and backwards only. I made it shoot Tiberium chemical from the barrel bones, it looked sweet, like it was coming out his mouth.GJ INGROWNLIP. anyway I will keep playing with it I guess.

Subject: Need Vehicle Help Please
Posted by Anonymous on Fri, 03 Jan 2003 00:19:00 GMT
View Forum Message <> Reply to Message

you named the wheel bones left and right???? that not the correct name.

Subject: Need Vehicle Help Please
Posted by Anonymous on Sat, 04 Jan 2003 03:35:00 GMT
View Forum Message <> Reply to Message

I can get it to work, i just need to see how it works.

Subject: Need Vehicle Help Please
Posted by Anonymous on Sat, 04 Jan 2003 06:14:00 GMT
View Forum Message <> Reply to Message

why are you boning an aligator with vehicle bones?it seems like it would be a lot easier to just attach limb bones to the crocks legs and make him walk er.....shuffle like a real crock?it is not that hard to make limb bones......and they are easier to animate than it looks....as easy as grabbing the feet and moving them frame by frame ...like making a claymation movie.Eric. [January 04, 2003, 06:17: Message edited by: SGT.May]

Subject: Need Vehicle Help Please
Posted by Anonymous on Sat, 04 Jan 2003 11:02:00 GMT
View Forum Message <> Reply to Message

How do U get an alligator model to shoot Tiberium Chemical from his mouth? by makeing him a Vehicle. Plus it is easy to make a vehicle follow the Test waypath script. Way more flexible for animation when your not sure where he will be at on map.basically, Alligator as Vehicle is alot more flexible to use.and Thanks INGROWNLIP, I will be checking my E-mail soon. You are a 1337 Modder. (dont worry ACK, I think U are also 1337)

Subject: Need Vehicle Help Please
Posted by Anonymous on Sat, 04 Jan 2003 11:26:00 GMT
View Forum Message <> Reply to Message

i see where you're coming from....if you are using it to test vehicle waypath scripts then that woult be the obvious skeleton to use.but if you are interested in possibly making it into a random or territorial natural hazard it would be pretty simple to make it even kill a passerby with one snap of the jaw.......the key would be in making the head of the croc the weapon and his jaws snapping the firing animation for the gun.you would just have to make the targeting acquisition and projectile's effective range to almost nothing but an instant killer if the projectile hits you.....then you could put him on patroll close to a marsh where he could munch on un suspecting players that get too close.hmmm........can i get a copy of the crock to play with....or can you give me a link to where i can dl it?Eric. [January 04, 2003, 11:30: Message edited by: SGT.May]

Subject: Need Vehicle Help Please
Posted by Anonymous on Sat, 04 Jan 2003 12:04:00 GMT

tried the tracked vehicle, that was worse. I think Its because there are no Chassis bones, at least I dont remeber seeing any?some1 help please.

Subject: Need Vehicle Help Please
Posted by Anonymous on Sat, 04 Jan 2003 12:21:00 GMT

I think I figured it out, testing, and if it works I'll mail it.