
Subject: Hovercraft

Posted by [BlueThen](#) on Sat, 30 Sep 2006 21:31:39 GMT

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I'm editing the hovercraft on renegade so it's drivable and buyable. I only got as far as getting it to have the "Action Enabled" thing that doesn't even work. I added the transitions and did everything! ...Help?

Subject: Re: Hovercraft

Posted by [jnz](#) on Sun, 01 Oct 2006 00:14:16 GMT

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doesn't it need all the hirachy stuff, in the w3d?

Subject: Re: Hovercraft

Posted by [Zion](#) on Sun, 01 Oct 2006 00:16:12 GMT

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And a bone, to man a person (at least).

Subject: Re: Hovercraft

Posted by [jnz](#) on Sun, 01 Oct 2006 00:21:08 GMT

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in other words it is impossible because you need to edit it and the client needs the edited version?

Subject: Re: Hovercraft

Posted by [jnz](#) on Sun, 01 Oct 2006 00:28:29 GMT

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what is a bone anyway?

Subject: Re: Hovercraft

Posted by [crazfulla](#) on Sun, 01 Oct 2006 00:51:54 GMT

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RE: bluethen

Also make sure the script 'M00_Disable_Transition' isn't attached, that too can prevent you getting

into vehicles and turrets. I know cus Ive mucked around with the stuff myself. Currently remaking one of my previous maps with models from Reborn. Gonna make harvies drivable I could take a look at it in RenX for ya and ill post what i find.

RE: help-linux:

a bone is a wee box which you place in RenX to mark certain points on the vehicle such as the centre of gravity, the centre of each wheel or tread, and in this case, the positions where passengers sit. Most singleplayer models of Hovercraft, Commanche etc could not be used in Multiplayer. You would need an edited version with those bones placed in them.

If you have ever played C&C_GT2.mix the commanche model there has a perminant muzzle flash going on... whoever edited that model stuffed up the animation lol. You would have to make a map, and when the player DL's that map the model is included in the mix file. Server side mod...doubt it.

Subject: Re: Hovercraft

Posted by [LR01](#) on Sun, 01 Oct 2006 10:36:58 GMT

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lol, I can use the Commanche , Severside, I made the Commanche flyble in M03.mix (this works in every map) every1 was able to join and fly it

Subject: Re: Hovercraft

Posted by [Jaspah](#) on Sun, 01 Oct 2006 18:38:28 GMT

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LR01 wrote on Sun, 01 October 2006 06:36lol, I can use the Commanche , Severside, I made the Commanche flyble in M03.mix (this works in every map) every1 was able to join and fly it

It's very easy to fake that...

Actually, when I was into drop modding I would attach the Commanche model to that of an Apache (make the Apache invisable of course) and viola, working Commanche!

Subject: Re: Hovercraft

Posted by [Cat998](#) on Sun, 01 Oct 2006 20:46:32 GMT

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Using the Comanche that way, fucks up the guns and the animations, that's why all the modders who already tried that on their servers, didn't use it after they tried it.

It would be better to use the real comanche object and modify it,

so people can get in.

Subject: Re: Hovercraft

Posted by [reborn](#) on Sun, 01 Oct 2006 21:07:38 GMT

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Cat998 wrote on Sun, 01 October 2006 16:46 Using the Comanche that way, fucks up the guns and the animations, that's why all the modders who already tried that on their servers, didn't use it after they tried it. It would be better to use the real comanche object and modify it, so people can get in.

Yeah I was one of the dumb asses that tried that.. lol

Erm, for the hovercraft model the world box is too large around it so people cant get in the vehicle, even if the transition isnt disabled. You can get in with a "buddy hop" or dropping into it from an aircraft.

There is one way to get it working that I know of however... Write a script that lowers a vehicle when stationary & empty by about 1.5 units and attach it to the object in level edit, then people will be able to enter it. (you may have to play around with how much it is lowered by).

Subject: Re: Hovercraft

Posted by [LR01](#) on Mon, 02 Oct 2006 08:24:04 GMT

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Jaspah wrote on Sun, 01 October 2006 20:38 LR01 wrote on Sun, 01 October 2006 06:36 lol, I can use the Commanche , Severside, I made the Commanche flyble in M03.mix (this works in every map) every1 was able to join and fly it

It's very easy to fake that...

Actually, when I was into drop modding I would attach the Commanche model to that of an Apache (make the Apache invisable of course) and viola, working Commanche!

You think that I lie? lol, k, then I shall you it, just replace the Apache model Whit the Commanche

Subject: Re: Hovercraft

Posted by [Jerad2142](#) on Mon, 02 Oct 2006 15:33:03 GMT

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Actually you do not need a "seat0" bone to get in a vehicle, just make sure you can collide with the vehicle and the entrance zones of the vehicle are bigger than the vehicles world box (you will not have to modify the hover craft's model, but if you don't change how it drives when it hits a hill it will stay in air, unless its only going to be on water). The only time you need seat# bones is when multiple people can get in a vehicle and you want the names to be separated from each other, or the origin is a lot higher (or lower) than the origin (0X 0Y 0Z) or you won't be able to get out.

Subject: Re: Hovercraft

Posted by [Stumpy](#) on Mon, 02 Oct 2006 16:27:10 GMT

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help-linux wrote on Sat, 30 September 2006 20:21 in other words it is impossible because you need to edit it and the client needs the edited version?

With a little bit of trickery it's possible..

you can as an example use an .txt with an orca to create and use it.

I will upload 2 videos howto later

Subject: Re: Hovercraft

Posted by [Spice](#) on Tue, 03 Oct 2006 05:43:36 GMT

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The Hovercraft model is not setup to be used as a player controlled vehicle.

You will need to do this yourself, you can get the model from <http://www.cnc-source.com>

Subject: Re: Hovercraft

Posted by [havoc9826](#) on Tue, 03 Oct 2006 09:31:29 GMT

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woo hovercraft

and another

I'm not sure if the model itself was changed, but it was actually originally an apache, and he swapped the model or skin. You'd have to ask Whitedragon how it's done, but I'm not sure if he's releasing anything that's strictly part of Dragonade/Dragonserv. You can find more stuff like this at

link 1

link 2

link 3

link 4

link 5

link 6 <-- most of these in the base folder are taken in spectator mode

Subject: Re: Hovercraft
Posted by [LR01](#) on Tue, 03 Oct 2006 16:31:31 GMT
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Good Job

Well, now you only need to mak it not fly, then it is perfect

Subject: Re: Hovercraft
Posted by [Cat998](#) on Tue, 03 Oct 2006 17:55:49 GMT
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not a good job, it simply uses the apache object lol

Subject: Re: Hovercraft
Posted by [LR01](#) on Wed, 04 Oct 2006 15:28:25 GMT
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Cat998 wrote on Tue, 03 October 2006 19:55not a good job, it simply uses the apache object lol
you are not very motivating
