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**Subject:** Unflippable Vehicles

Posted by [bisen11](#) on Tue, 31 Oct 2006 04:14:44 GMT

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Does anyone know how to edit the physics of the Hummer and buggy to make them unflippable?  
Sort of like the Recon Bike.

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**Subject:** Re: Unflippable Vehicles

Posted by [IronWarrior](#) on Tue, 31 Oct 2006 04:32:14 GMT

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dude#1 wrote on Mon, 30 October 2006 22:14 Does anyone know how to edit the physics of the Hummer and buggy to make them unflippable? Sort of like the Recon Bike.

You saying you cant flip the Recon Bike?

I done it enough... kinda annoying, but funny afterwards. :/

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**Subject:** Re: Unflippable Vehicles

Posted by [Jerad2142](#) on Tue, 31 Oct 2006 06:09:38 GMT

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Its easy enough to do, all you have to do is raise the entire 3d model of the vehicle above the 0x,0y,0z axis (since the entire vehicle rotates around this point, and the vehicle will try to rest on the worldbox it will try to flip itself back over [trust me it works just put the bottom on the world box on the 0z axis]!).

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**Subject:** Re: Unflippable Vehicles

Posted by [bisen11](#) on Tue, 31 Oct 2006 13:57:46 GMT

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So will I need to do that in RenX or just in the enter/exit xones in Level edit? If in RenX, then I don't have the files for those two vehicles. Any idea where I could get them?

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**Subject:** Re: Unflippable Vehicles

Posted by [Jerad2142](#) on Tue, 31 Oct 2006 17:26:13 GMT

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Unfortunately I forgot, you will have to do both, move the vehicle and the zones to match the height of the vehicle. You can use w3d importer to get the vehicle in Renx (you will have to re-texture the vehicle).

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Subject: Re: Unflippable Vehicles

Posted by [Veyrdite](#) on Fri, 03 Nov 2006 23:59:34 GMT

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i thought ren editor came with a model of the hummer, completely boned.  
i cant find mine anymore though

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Subject: Re: Unflippable Vehicles

Posted by [Jerad2142](#) on Sat, 04 Nov 2006 01:23:48 GMT

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It does not, but I got one form some where on the Internet and you can use this one:

Have fun!

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File Attachments

1) [GDI\\_Humvee.zip](#), downloaded 126 times

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