Subject: Nod Buggy in gmax ???
Posted by Anonymous on Sun, 19 Jan 2003 07:26:00 GMT
View Forum Message <> Reply to Message

Does anyone have the Nod Buggy in gmax form? I saw some of the vehicles in an earlier post, but I did not see the Buggy. I need the bones and stuff to setup a vehicle I have. I want it to drive just like the Nod Buggy. I have already had it driving, but it does not drive the same as the Buggy, so please, let me know where I can find the Nod Buggy!!!!!!!!

Subject: Nod Buggy in gmax ???
Posted by Anonymous on Sun, 19 Jan 2003 08:19:00 GMT
View Forum Message <> Reply to Message

go to the westwood ftp in the renegade files thing and get the .zip with all the renegade units in it (the folder with the textures, mp maps, and whatever in it) (the vehicles zip is like 50mb :/)

Subject: Nod Buggy in gmax ???
Posted by Anonymous on Sun, 19 Jan 2003 11:05:00 GMT
View Forum Message <> Reply to Message

It's not in there. Look for Dante's post where he released the vehicle files. Should be in page 5 or so. [January 19, 2003, 11:05: Message edited by: gendres]

Subject: Nod Buggy in gmax ???
Posted by Anonymous on Sun, 19 Jan 2003 11:08:00 GMT
View Forum Message <> Reply to Message

It's not there eitherhttp://di.ww-unleashed.com/Vehicles/Nod/checked......still not there yet.Gimme a minute to see if i can extract them for you.Eric.

Subject: Nod Buggy in gmax ???
Posted by Anonymous on Sun, 19 Jan 2003 11:34:00 GMT
View Forum Message <> Reply to Message

I have extracted the nod buggy for you.just remember........the bones in the vehicle are animation bones......they are not like the bones in the westwood tutorials.These are connected together in their original hirearchy from the model.Now you have all your bone names and x,y,z coordinates where they need to be placed.....you might want to just replace all the bones in this file with little proxy bone boxes like westwood did.Here's the download for the model.Download extracted_nod_buggy.zip from FilePlanetHope this helps you out   Eric.

Subject: Nod Buggy in gmax ???
Posted by Anonymous on Sun, 19 Jan 2003 15:43:00 GMT
View Forum Message <> Reply to Message

I am the one that made the NOD buggy just e-mail me if you want it. Jakle@qwest.net

---

Subject: Nod Buggy in gmax ???
Posted by Anonymous on Sun, 19 Jan 2003 15:51:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by Jakle64:I am the one that made the NOD buggy just e-mail me if you want it. Jakle@qwest.netYes, I'm sure you did... Since Westwood made it and all.   Remember, it's Nod, not NOD.

Subject: Nod Buggy in gmax ???
Posted by Anonymous on Sun, 19 Jan 2003 18:49:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by Jakle64:I am the one that made the NOD buggy just e-mail me if you want it. Jakle@qwest.netUmmm I think he wants the official WS model, rather than one that was re-created by a fan.

Subject: Nod Buggy in gmax ???
Posted by Anonymous on Sun, 19 Jan 2003 21:24:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by SGT.May:I have extracted the nod buggy for you.just remember........the bones in the vehicle are animation bones......they are not like the bones in the westwood tutorials.These are connected together in their original hirearchy from the model.I thought Dante was the only one who currently has the extractor tool?

Subject: Nod Buggy in gmax ???
Posted by Anonymous on Sun, 19 Jan 2003 22:19:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by SGT.May:I have extracted the nod buggy for you.just remember........the bones in the vehicle are animation bones......they are not like the bones in the westwood tutorials.These are connected together in their original hirearchy from the model.Now you have all your bone names and x,y,z coordinates where they need to be placed.....you might want to just replace all the bones in this file with little proxy bone boxes like westwood did.Here's the download for the model.Download extracted_nod_buggy.zip from FilePlanetHope this helps you out   Eric.Thanks a lot. This is what I was looking for.

Subject: Nod Buggy in gmax ???
Posted by Anonymous on Mon, 20 Jan 2003 15:42:00 GMT
View Forum Message <> Reply to Message

nope.....the gmax plugin isnt the only method for extractimg w3d models.......read my partial tutorial for more info:http://www.fileplanet.com/dl.aspx?/planetcnc/sgtmay/w3d2gmax_tut.zipIt costs money to do it this way but it wont break the average persons wallet.Eric.