
Subject: Preset?

Posted by [jnz](#) on Tue, 29 May 2007 02:17:43 GMT

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in a cinematic I'm looking for the preset of:

XG_HD_Harness

It's in the transport drop cinematic that come with SSAOW. Hope someone can help.

Subject: Re: Preset?

Posted by [reborn](#) on Tue, 29 May 2007 02:24:47 GMT

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This thing?

I don't think it has it's own preset in level edit, it's just a .w3d model. What is it you want to do to it?

Subject: Re: Preset?

Posted by [jnz](#) on Tue, 29 May 2007 02:30:36 GMT

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attach it to a helicopter.

Hmm, nvm. I have the w3d, thanks. Does it have any bones? at the top and bottom?

Subject: Re: Preset?

Posted by [reborn](#) on Tue, 29 May 2007 02:36:39 GMT

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```
GameObject *harnessthing = Commands->Create_Object_At_Bone(obj,"Invisible_Object");
    Commands->Set_Model(harnessthing, "XG_HD_Harness");
    Commands->Attach_To_Object_Bone(harnessthing, obj, "bone part");
```

Or just mod a preset under the physics tab so that it reads for that model name insteal of a barrel or something, then the barrel preset will actually use the harness instead. Would require a custom objects file on the server that way, but meh.

I think "Commands->Set_Model" is your best bet =]

Subject: Re: Preset?
Posted by [jnz](#) on Tue, 29 May 2007 02:41:40 GMT
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Yes, done that it works .

But what about bones, does it have any bones? if so, what are they?

Subject: Re: Preset?
Posted by [reborn](#) on Tue, 29 May 2007 02:57:01 GMT
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Try "rotor01" for the apache, "seat0" for the GDI chin00k, "seat1" for the Nod chin00k. I can't remember where to look for there bone names, I has a look inside ssaow for these ones. It isn;t in bones.ini, thats for the soldiers it would seem. Although if you open the always.dat there is bound to be an .ini file in there with the bone names for the vehichles.

If you succeed in creating a "carryall" then I wanna see the code =] (if that's what you're doing, which i assume it is).

Subject: Re: Preset?
Posted by [jnz](#) on Tue, 29 May 2007 02:59:10 GMT
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yeah it is, although, i'm not looking for bones for the heli. Its for the harness.

Subject: Re: Preset?
Posted by [reborn](#) on Tue, 29 May 2007 10:59:53 GMT
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I would attach it to the bone of the chin00k and then just adjust the float on the z axis.

Subject: Re: Preset?
Posted by [jnz](#) on Tue, 29 May 2007 13:10:30 GMT
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Reborn wrote on Tue, 29 May 2007 11:59l would attach it to the bone of the chin00k and then just adjust the float on the z axis.

Not possible, well, when i tried setting the position lower it just didn't do anything.

Subject: Re: Preset?

Posted by [Jerad2142](#) on Tue, 29 May 2007 13:29:28 GMT

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The harness is not a preset, it is only a .w3d file. If it does have any bones, you could find them by looking at cinematic files, and if the helicopter is carrying a vehicle you could see what bone the vehicle is attached to (I am fairly sure the vehicle is attached to the helicopter itself, but I could be wrong).

Subject: Re: Preset?

Posted by [jnz](#) on Wed, 30 May 2007 02:06:42 GMT

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Looked at cinematic files couldn't really find anything.

Subject: Re: Preset?

Posted by [Whitedragon](#) on Tue, 05 Jun 2007 07:31:36 GMT

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The problem with that is the carried vehicle has no physics and will go through the ground and other objects.

Subject: Re: Preset?

Posted by [jnz](#) on Tue, 05 Jun 2007 07:33:37 GMT

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I know, and it's something I'm working on.

Subject: Re: Preset?

Posted by [danpaul88](#) on Tue, 05 Jun 2007 07:41:21 GMT

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If your still looking for the bone names try loading the .w3d model using the WDump program in the ren public tools, you should be able to get the mesh names and bone names from there.
