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Subject: Nod change up...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 20:26:00 GMT

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I wan't to replace the airstrip with a helipad and the plane that drops vehicles with a chopper. How do I go about this?

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Subject: Nod change up...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 20:27:00 GMT

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carefully [ February 10, 2003, 20:27: Message edited by: Spike00b ]

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Subject: Nod change up...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 20:50:00 GMT

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very carefully

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Subject: Nod change up...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 21:02:00 GMT

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Just as soon as Ingrownlip's map is out I will be releasing the information on how to do this.

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Subject: Nod change up...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 21:23:00 GMT

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quote:Originally posted by ApacheRSG:Just as soon as Ingrownlip's map is out I will be releasing the information on how to do this.Or I could just tell you now.... maybe.

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Subject: Nod change up...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 21:47:00 GMT

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Its easy, got XCC?

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Subject: Nod change up...

Posted by [Anonymous](#) on Tue, 11 Feb 2003 15:31:00 GMT

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yup

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Subject: Nod change up...

Posted by [Anonymous](#) on Tue, 11 Feb 2003 18:12:00 GMT

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Hint: "text animation" i got it do spawn vechiles, but not change the airstirp.<http://www.n00bstories.com/image.view.php?id=1765645824>

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Subject: Nod change up...

Posted by [Anonymous](#) on Tue, 11 Feb 2003 18:41:00 GMT

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quote:Originally posted by ApacheRSG:Just as soon as Ingrownlip's map is out I will be releasing the information on how to do this.And this is only one of the many goodies in that map!

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Subject: Nod change up...

Posted by [Anonymous](#) on Tue, 11 Feb 2003 20:20:00 GMT

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quote:Originally posted by DeafWasp:I wan't to replace the airstrip with a helipad and the plane that drops vehicles with a chopper. How do I go about this?Changing the airstrip into a helipad should be a simple process. It might take a little while to do, but its simple in concept. How much do you know about aggregates and building controllers? The more you know the less I need to explain.

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Subject: Nod change up...

Posted by [Anonymous](#) on Wed, 12 Feb 2003 09:48:00 GMT

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All I know how to do is model and texture things. Basically what was in cambodia is the limit of my knowlege. But I am learning.

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Subject: Nod change up...

Posted by [Anonymous](#) on Wed, 12 Feb 2003 10:29:00 GMT

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quote:Originally posted by DeafWasp:All I know how to do is model and texture things. Basically what was in cambodia is the limit of my knowlege. But I am learning.Okay, this method should allow you to replace the airstrip, but keep the same airtower and building controller. If that's what you want to do. I'm assuming you know how to place buildings in Gmax and building controllers in Level Edit. If you don't, you can probably find out in RenHelp.A Building controller recognizes a building by the prefix of its mesh names. In the case of the airstrip all the parts of the model are prefixed with mnatr (I think that's the correct prefix). This means the model of the airstrip is made up of parts with names like mnatr^001, mnatr^002, etc. The little ^ tells the building controller the mesh is on the exterior of the building. (# is for interior I believe)If you create (or modify) a model of a helipad and name all its parts to this naming convention. The Building Controller will think it is part of the Airstrip. Just be sure to keep the names under 15 characters. When you place the buildings on you map, place the Airtower and the new helipad, but leave out the Airstrip. The helipad should now work in its place. I haven't actually tried this myself, but from what I've learned of building models this is how you would do it.I hope all that makes sense.

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