Subject: Vechicle Exporting Questions
Posted by Anonymous on Sat, 15 Feb 2003 05:11:00 GMT
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-I have made a new vechicle and i want to know where do i save it in my commando file -And also i want to have a specific weapon (c4)just drop from a part of my vechicle, do i need an animation of it dropping or can i just leave that field blank...and how do i get it to drop from that specific point? Thank you for your help in advance.

Subject: Vechicle Exporting Questions
Posted by Anonymous on Sat, 15 Feb 2003 05:31:00 GMT
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-Somewhere in your mod folder that commando creates-You have to put these special bones in your vehicle that determines where the turret is, the barrel is, and where the projectiles come out, just put them behind and under you vehicle. [February 15, 2003, 05:32: Message edited by: Sir Phoenixx]

Subject: Vechicle Exporting Questions
Posted by Anonymous on Sat, 15 Feb 2003 05:44:00 GMT
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-Where can i find those bones? Are they the ones that look like x es?

Subject: Vechicle Exporting Questions
Posted by Anonymous on Sat, 15 Feb 2003 07:19:00 GMT
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bones are simple things, just make a box 0.1x0.1x0.1 and give it the right name, then in W3D tools make sure the export geometry box is unchecked.I think the one you need is named "MuzzelA0" or "MuzzelB0", depending on whether the C4 drop is primary or secondary fire. Put it where you want the C4 to emerge from and set the pivot so the red arrow points in the direction you want the C4 to go.

Subject: Vechicle Exporting Questions
Posted by Anonymous on Sat, 15 Feb 2003 21:18:00 GMT
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XREF the Bones from the Mammy model in the renegadepublictools/HOWTO folder.also, go to this great tutorial on vehicles.http://www.renegade.eqvaliser.com/vehecle.aspit helped me understand vehicles better.