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Subject: CLOSED well not closed but dont need no more help on this

Posted by [cpjok](#) on Wed, 09 Jan 2008 04:12:17 GMT

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i dont think theres a tutorial on this on renhelp.net

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Subject: Re: how do i put .dds texture on a vehicle in renX it says its not supported

Posted by [Ryu](#) on Wed, 09 Jan 2008 07:47:41 GMT

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you use .TGA files.

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Subject: Re: how do i put .dds texture on a vehicle in renX it says its not supported

Posted by [fatalcry](#) on Wed, 09 Jan 2008 08:45:17 GMT

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if you not sure how to convert the .dds file to .tga i made a topic before check it out if you need help

<http://www.renegadeforums.com/index.php?t=msg&th=27281&start=0&rid=2> 2718

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Subject: Re: how do i put .dds texture on a vehicle in renX it says its not supported

Posted by [renalpha](#) on Wed, 09 Jan 2008 17:23:13 GMT

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in XCC mixer there is an option called

copy as TGA  
use that one.

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Subject: Re: how do i put .dds texture on a vehicle in renX it says its not supported

Posted by [cpjok](#) on Wed, 09 Jan 2008 17:40:09 GMT

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the texture are not from a mix file or any file that xcc mixer allows

and anyway i havve done that theres another ERROR now thanx anyway

heres 2 ss ok i got it to texture and i have done the W3D options but when its in game it is able to

---

be walked thru besides the little bit in middle

how i fix that

I Will Make A Little Video Of It An Post In New Reply

## File Attachments

1) [2.JPG](#), downloaded 771 times



2) [1.JPG](#), downloaded 753 times



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Subject: Re: how do i put .dds texture on a vehicle in renX it says its not supported  
Posted by [renalpha](#) on Wed, 09 Jan 2008 17:46:18 GMT

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i think not sjure, but i think you need to make a world box or bone it.

[www.renhelp.net](http://www.renhelp.net) take a look over there how to do vehicles.

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Subject: Re: how do i put .dds texture on a vehicle in renX it says its not supported  
Posted by [cpjok](#) on Wed, 09 Jan 2008 17:47:11 GMT

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whats world builder of it

Video:

<http://cpjok.zoomshare.com/files/Jet.wmv>

and when i add a box to it on ReX to make the gun there how do i get the box to not be visable in game

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Subject: Re: How make a box on a model thats not seable like the gdi recon on that  
Posted by [cpjok](#) on Thu, 10 Jan 2008 04:37:16 GMT

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how do i put a box around a model in renX like the gdi recon that has a box on it in renX but on game and in W3D Viewer its not there

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Subject: Re: How make a box on a model thats not seable like the gdi recon on that  
Posted by [cpjok](#) on Thu, 10 Jan 2008 05:02:39 GMT

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SS of the stealth bomber

the stealth bomber has the same ERROR walk thru able

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## File Attachments

1) [ScreenShot01.png](#), downloaded 577 times

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2) [ScreenShot02.png](#), downloaded 561 times



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Subject: Re: How make a box on a model thats not seable like the gdi recon on that  
Posted by [crazfulla](#) on Thu, 10 Jan 2008 15:52:52 GMT

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Here is the tutorial you need:

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=59>

Oppen your eyelids.

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Subject: Re: How make a box on a model thats not seable like the gdi recon on that

Posted by [cpjok](#) on Thu, 10 Jan 2008 19:11:25 GMT

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i still dont get how to do it. its a land vehicle ones im trying to sort out are air vehicles

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Subject: Re: How make a box on a model thats not seable like the gdi recon on that

Posted by [fatalcry](#) on Thu, 10 Jan 2008 19:56:26 GMT

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did you make that F22 Raptor??? its looks good if you did make it

sorry about not helping just like the look of that jet

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Subject: Re: How make a box on a model thats not seable like the gdi recon on that  
Posted by [cpjok](#) on Thu, 10 Jan 2008 19:57:16 GMT

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ok i got that bit working thanx for help but now

i need to find out how to change camera view

so you can see all of the blane

like humvees them you can see all of the car

fatalcry wrote on Thu, 10 January 2008 13:56

did you make that F22 Raptor??? its looks good if you did make it

sorry about not helping just like the look of that jet

No I Didnt Make It It would Be Good If I Did No One On Forums Or Any Mods Made It Either

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Subject: Re: How make a box on a model thats not seable like the gdi recon on that  
Posted by [cpjok](#) on Thu, 10 Jan 2008 20:26:53 GMT

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hey what about this buggy its very big and i dont know how to get it to move like set up animation/wheels

## File Attachments

1) [ScreenShot07.png](#), downloaded 530 times



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Subject: Re: How make a box on a model that not seable like the gdi recon on that  
Posted by [cpjok](#) on Thu, 10 Jan 2008 21:39:01 GMT

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i got mig now heres ss of course its not conna be stealth when i fixed them all

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## File Attachments

1) [ScreenShot08.png](#), downloaded 520 times



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Subject: Re: How make a box on a model thats not seable like the gdi recon on that  
Posted by [Veyrdite](#) on Thu, 10 Jan 2008 22:19:18 GMT

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OMFG they are good. Not the best but they are good.

You can model and Get i to work in LE but you need to know how to bone the vehicle. The renhelp link is your only option.

I've never gotten wheels to work, they spin on the wrong axis. No matter what angle I change the bones axis to.

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Subject: Re: How make a box on a model thats not seable like the gdi recon on that  
Posted by [cpjok](#) on Thu, 10 Jan 2008 22:58:00 GMT

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i know but i dont get the tutorial i tried it and the wheels wouldnt move

the camera is too close to vehicle on renegade i need to fix that and to fix the wheels and it would be done

but then i would have to make a very big map to put them on

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Subject: Re: How make a box on a model thats not seable like the gdi recon on that  
Posted by [crazfulla](#) on Fri, 11 Jan 2008 02:05:02 GMT

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its the same for all vehicles - read the part that says about worldbox

AND STOP POSTING 3 TIMES IN A ROW

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