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Subject: Orca Vtol Trails

Posted by [LiL KiLLa](#) on Sun, 08 Feb 2009 18:18:31 GMT

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how can we use it online??

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Subject: Re: Orca Vtol Trails

Posted by [Jerad2142](#) on Sun, 08 Feb 2009 18:40:32 GMT

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Beings the pic says it doesn't work on-line I'd assume its done by editing objects.dbs.

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Subject: Re: Orca Vtol Trails

Posted by [R315r4z0r](#) on Sun, 08 Feb 2009 19:10:52 GMT

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I'd consider that a cheat if it was used online...

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Subject: Re: Orca Vtol Trails

Posted by [Jerad2142](#) on Sun, 08 Feb 2009 19:26:36 GMT

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R315r4z0r wrote on Sun, 08 February 2009 12:10I'd consider that a cheat if it was used online...

OMG STFU lol.

It wouldn't be, because the trails won't draw unless the bounding box is visible, so it would still be hidden.

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Subject: Re: Orca Vtol Trails

Posted by [Di3HardNL](#) on Sun, 08 Feb 2009 19:31:13 GMT

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I tried editing objects.ddb before to do this, I changed the namepath of the orca to v\_Di3\_orca orsomething.

Result was that it worked in LAN but in Multiplayer Internet I got the original vehicle again

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Subject: Re: Orca Vtol Trails

Posted by [LiL KiLLa](#) on Mon, 09 Feb 2009 19:36:29 GMT

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no way?

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**Subject: Re: Orca Vtol Trails**

Posted by [Genesis2001](#) on Mon, 09 Feb 2009 20:11:06 GMT

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Jerad Gray wrote on Sun, 08 February 2009 12:26R315r4z0r wrote on Sun, 08 February 2009 12:10I'd consider that a cheat if it was used online...

OMG STFU lol.

It wouldn't be, because the trails won't draw unless the bounding box is visible, so it would still be hidden.

Also, not to add fuel to the fire... but the orca's sound already gives a far more advance warning than a visual of it's coming...

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**Subject: Re: Orca Vtol Trails**

Posted by [Gen\\_Blacky](#) on Tue, 10 Feb 2009 00:44:22 GMT

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im reboning a orca with the fans spinning, i think it will be cool

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**Subject: Re: Orca Vtol Trails**

Posted by [R315r4z0r](#) on Tue, 10 Feb 2009 01:01:54 GMT

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Jerad Gray wrote on Sun, 08 February 2009 14:26R315r4z0r wrote on Sun, 08 February 2009 12:10I'd consider that a cheat if it was used online...

OMG STFU lol.

It wouldn't be, because the trails won't draw unless the bounding box is visible, so it would still be hidden.

1. I never said it was a bad cheat. I just said I would consider it as one.

2. I don't think you are correct about that world box thing. You can even see so in the image in the first post.. the trail is like twice as long as the Orca itself...

Don't get me wrong, I think it looks cool. I just said I would consider it a cheat.

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**Subject: Re: Orca Vtol Trails**

Posted by [Gen\\_Blacky](#) on Tue, 10 Feb 2009 01:35:52 GMT

I actually have a question sorry for high hijacking your topic.

Do you guys know if the engine flame is animated or wwskined

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### File Attachments

1) [orca.JPG](#), downloaded 471 times

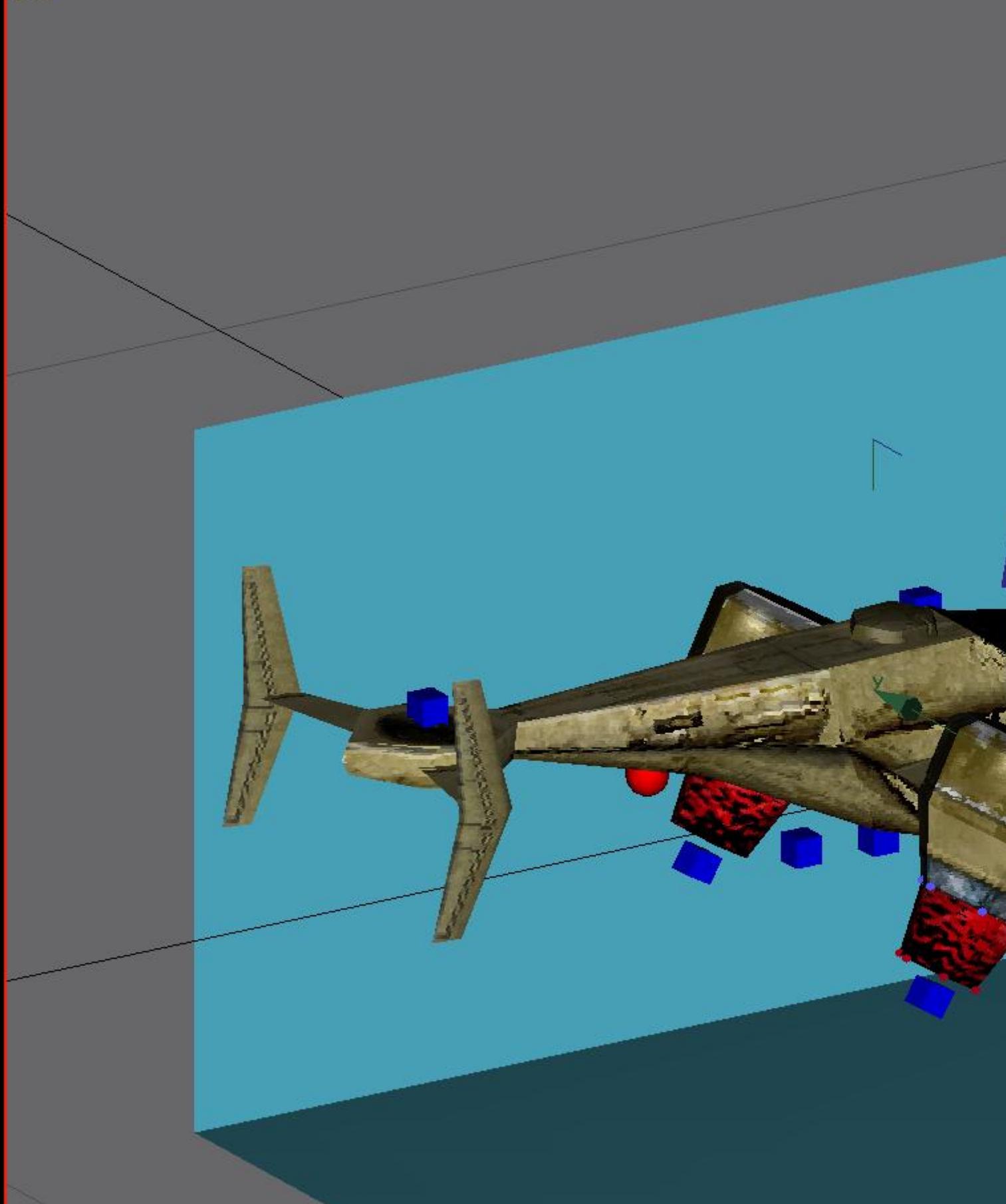
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v\_gdi\_orca2.gmax - RenX - W3D Modeler Edition

File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help



User



Subject: Re: Orca Vtol Trails

Posted by [Di3HardNL](#) on Tue, 10 Feb 2009 07:39:28 GMT

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The only thing i did when i added those fire emitters was adding 2 emitter boxes ;o

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