
Subject: Vehicle Question

Posted by [Gen_Blacky](#) on Wed, 11 Feb 2009 05:12:37 GMT

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<http://files.filefront.com/orcampg/;13261883;/fileinfo.html>

I have been working on the orca a bit going to change emitter and make the back fan spin 2.
When the orca drops to the ground its kinda of tipsy is that from the world box or wheel bones.

Subject: Re: Vehicle Question

Posted by [Jerad2142](#) on Wed, 11 Feb 2009 15:25:00 GMT

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wheel bones, you can mess with the settings in level editor to see if it well absorb more of the landing force.

Subject: Re: Vehicle Question

Posted by [Gen_Blacky](#) on Thu, 12 Feb 2009 00:39:53 GMT

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I fixed most of the suspension problems with just renx

I get the zero bug with v_gdi_orca_m.w3d when playing in a server
Is there a way around it i didn't edit the objects .

Renegade anticheat system is preventing me from changing the vehicle model when renegade starts. (Version Mismatched)so i have to put it in when client is loaded

Subject: Re: Vehicle Question

Posted by [Jerad2142](#) on Thu, 12 Feb 2009 06:49:55 GMT

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Usually only modified .ini files cause the 0 bug.

Subject: Re: Vehicle Question
Posted by [saberhawk](#) on Thu, 12 Feb 2009 06:52:20 GMT
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Subject: Re: Vehicle Question
Posted by [Di3HardNL](#) on Thu, 12 Feb 2009 07:46:46 GMT
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The only way I know off to get around the 0 bug is first playing 2 full games without it online, then insert it. But thats kind of annoying as you probably want to play with it the whole time

Subject: Re: Vehicle Question
Posted by [Gen_Blacky](#) on Thu, 12 Feb 2009 22:27:21 GMT
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Saberhawk wrote on Thu, 12 February 2009 06:52Jerad Gray wrote on Thu, 12 February 2009 01:49Gen_Blacky wrote on Wed, 11 February 2009 17:39I fixed most of the suspension problems with just renx

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is it md5 hashed or does it do it by the mesh names ?

Subject: Re: Vehicle Question

Posted by [saberhawk](#) on Fri, 13 Feb 2009 04:26:13 GMT

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I can't discuss how the system works.
