Subject: Need Vehicle Help
Posted by wubwub on Sat, 20 Jun 2009 15:49:51 GMT
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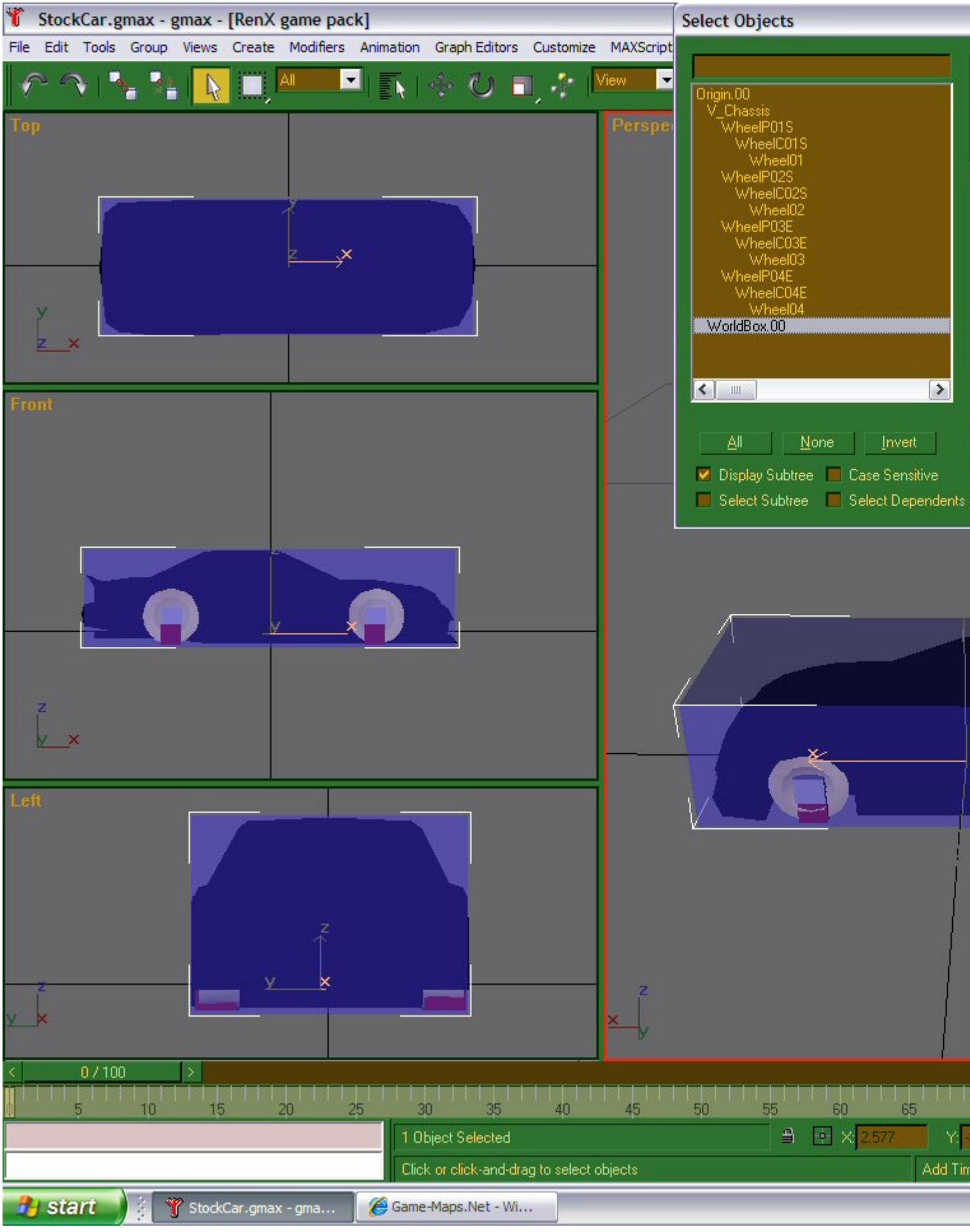
So i have vehicle created and what note, i think i have everything boned correctly and it works good in leveledit..

But when i save it in leveledit and try it in renegade the vehicle dosent even show up

Am i doing something wronge?
Toggle Spoiler

## File Attachments

1) dun-get-it.jpg, downloaded 815 times


StockCar.gmax - gmax - [RenX game pack]
File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript
All
View
Top
Front
Left
Perspe
Select Objects
Origin.00
V_Chassis
WheelP01S
WheelC01S
Wheel01
WheelP02S
WheelC02S
Wheel02
WheelP03E
WheelC03E
Wheel03
WheelP04E
WheelC04E
Wheel04
WorldBox.00
All
None
Invert
Display Subtree
Case Sensitive
Select Subtree
Select Dependents
0 / 100
5 10 15 20 25 30 35 40 45 50 55 60 65
1 Object Selected
X: 2.577
Click or click-and-drag to select objects
start
StockCar.gmax - gma...
Game-Maps.Net - Wi...

Subject: Re: Need Vehicle Help
Posted by mrÃ£Ã§Ä·z on Sat, 20 Jun 2009 15:56:52 GMT
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Are the Textures in TGA or DDS?

Subject: Re: Need Vehicle Help
Posted by saberhawk on Sat, 20 Jun 2009 17:35:10 GMT
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....

Showing up in all black does not mean not showing up.

Subject: Re: Need Vehicle Help
Posted by ErroR on Sat, 20 Jun 2009 17:39:40 GMT
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try to add the presset to the pt, or replace an vehicle.

Subject: Re: Need Vehicle Help
Posted by wubwub on Sat, 20 Jun 2009 19:02:03 GMT
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^ I havent added a preset to PT, but i have replaced a vehicle

Ive replaced Humvee-Player and when i do that it still dosnet show up -_-

Subject: Re: Need Vehicle Help
Posted by Reaver11 on Sat, 20 Jun 2009 19:11:14 GMT
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Check your collision settings and make sure your P bones are exported as -> export as bone. (see the w3d tab)

Also I see your P bons arent in the middle of your tires your should fix them up. (You will have to unlink the centerbones or they will mov with the P bones)

And it looks asif your cars front is way lower than the back of it. It looks to me you will have to rotate it a bit around the Y-ax.

Also how did you export the vehicle in Renx? You should make sure you did animation frame 1 right. (In there the vehicles suspension should look like it fell from a high place and landed)

And when you do export it look at animation frame one. (the slider should stand at 1 - 100)

Also make sure your worldbox collision and Chassis collision are set correctly. Your problem sounds asif the vehicle will appear in game but falls through the ground instantly. (not sure though)

Hope this helps.

---

Subject: Re: Need Vehicle Help
Posted by wubwub on Sat, 20 Jun 2009 19:23:44 GMT
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That all sounds right,

When i do start up the map (its a map ive made) i ssee it far off in the distance and it kinda flashes a bit and then disapears.

The worldbox has physical and camera collsions and the v_chassis only has projectial, is this right?

---

Subject: Re: Need Vehicle Help
Posted by Reaver11 on Sat, 20 Jun 2009 20:06:03 GMT
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Try temping a cnc_gdi_humvee and change the model. Also make sure your map has physicalcollision. (Set your startup spawner next to your vehicle so you can see how it spawns make sure it isnt stuck in the map!)

Your worldbox does sound right and your chassis mesh is correctly set.

---

Subject: Re: Need Vehicle Help
Posted by cnc95fan on Sat, 20 Jun 2009 20:15:39 GMT
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Put it in a pkg file, and see if it works from there, assuming of coruse, that you copied the objects.ddb file from the level edit mod package you used.

---

Subject: Re: Need Vehicle Help
Posted by wubwub on Sun, 21 Jun 2009 01:09:39 GMT

ok heres what i have in level edit (i have p bones centerd, and it is animated (exported as Hierarhial[Sp?]animated frames 0-100)) etc.

Toggle Spoiler

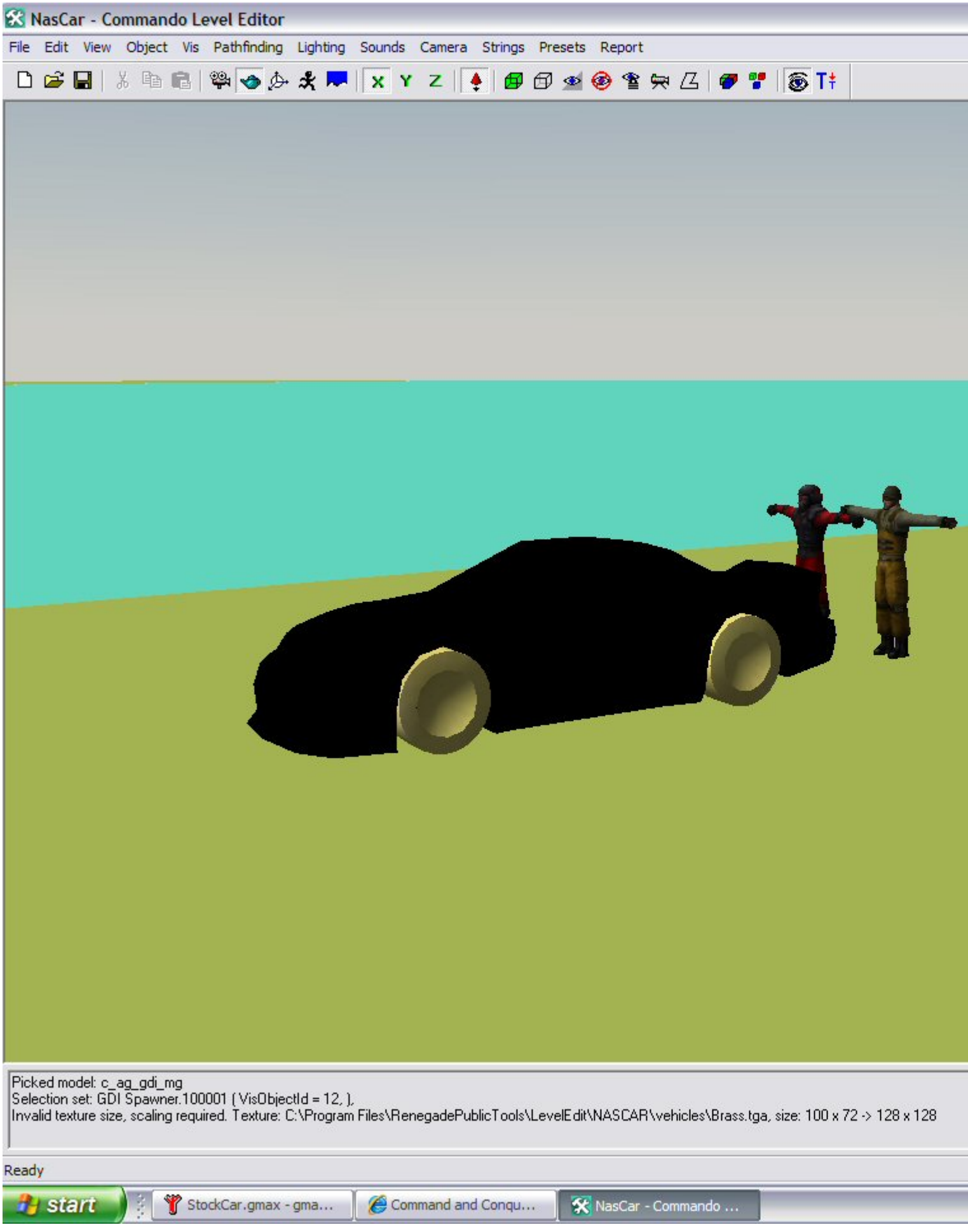
And now heres what it looks like in game:

Toggle Spoiler

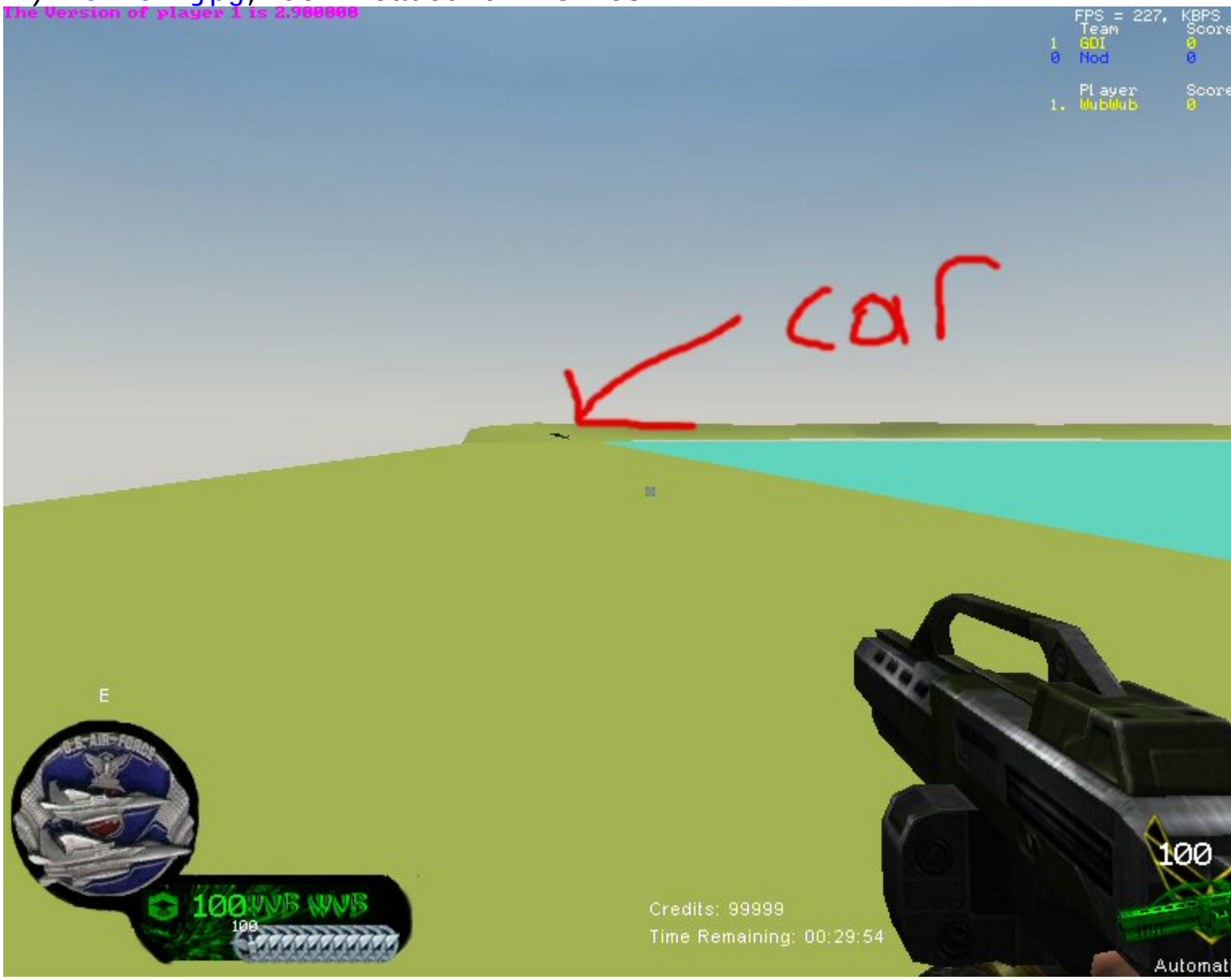
Can i ask what am i doing wronge? (this is my first map ever and yes it is nascar map, and it is my first time working with level edit aswell)

## File Attachments

1) leveledit.jpg, downloaded 639 times


NasCar - Commando Level Editor
File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report
X Y Z
Picked model: c_ag_gdi_mg
Selection set: GDI Spawner.100001 ( VisObjectId = 12, ),
Invalid texture size, scaling required. Texture: C:\Program Files\RenegadePublicTools\LevelEdit\NASCAR\vehicles\Brass.tga, size: 100 x 72 -> 128 x 128
Ready
start
StockCar.gmax - gma...
Command and Conqu...
NasCar - Commando ...

2) Wellok.jpg, downloaded 621 times




---

Subject: Re: Need Vehicle Help
Posted by wubwub on Sun, 21 Jun 2009 01:12:11 GMT
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more pics ingame:

Toggle Spoiler

## File Attachments

1) umm.jpg, downloaded 619 times

2) okthen.jpg, downloaded 629 times

Subject: Re: Need Vehicle Help
Posted by Reaver11 on Sun, 21 Jun 2009 08:48:34 GMT
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If you try moving your vehicke through the terrain in leveleditor does the boundingbox become red? Or does it always stay white?

Subject: Re: Need Vehicle Help
Posted by wubwub on Sun, 21 Jun 2009 13:54:26 GMT
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Yea, if it is above the terrain or just touching it it becomes white and if i put it through the terrain it becomes red

EDIT: Should i be pushing the wheels down? like it has a set spring suspension length, should i push them up a bit when i am placeing it on terrain? (puting the car so low that the terrain is pushing wheels up)

---

Subject: Re: Need Vehicle Help
Posted by cnc95fan on Sun, 21 Jun 2009 13:57:54 GMT
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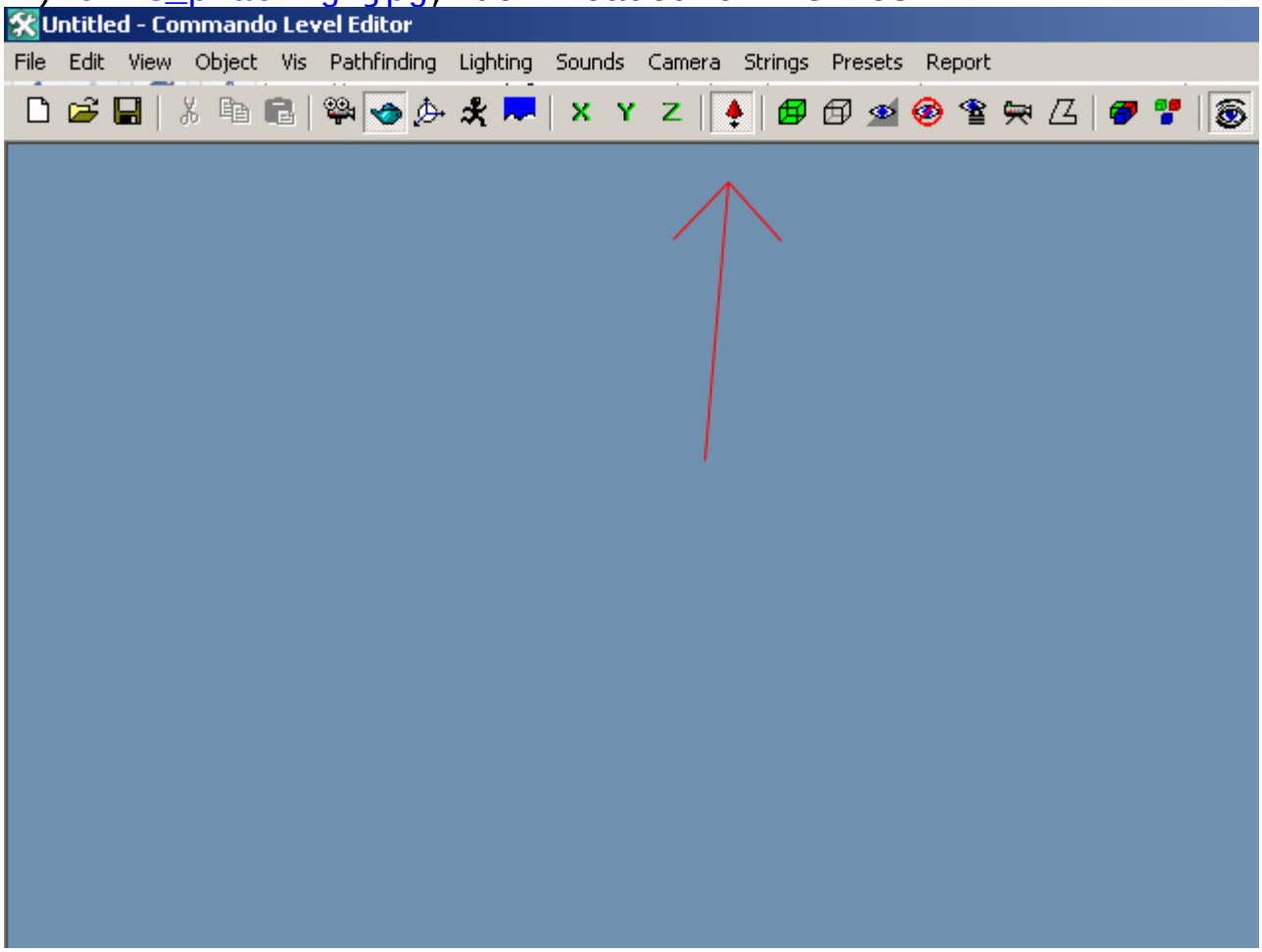
Use this when moving the vehicle..

## File Attachments

1) unit_placing.jpg, downloaded 627 times

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Subject: Re: Need Vehicle Help

Posted by wubwub on Sun, 21 Jun 2009 14:31:21 GMT
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ok here is what it looks like when i spawn the car:

toggle spoiler

See how it has a red box, and when i click on "position at cursor" it just moves it around the terrain without getting rid of red box

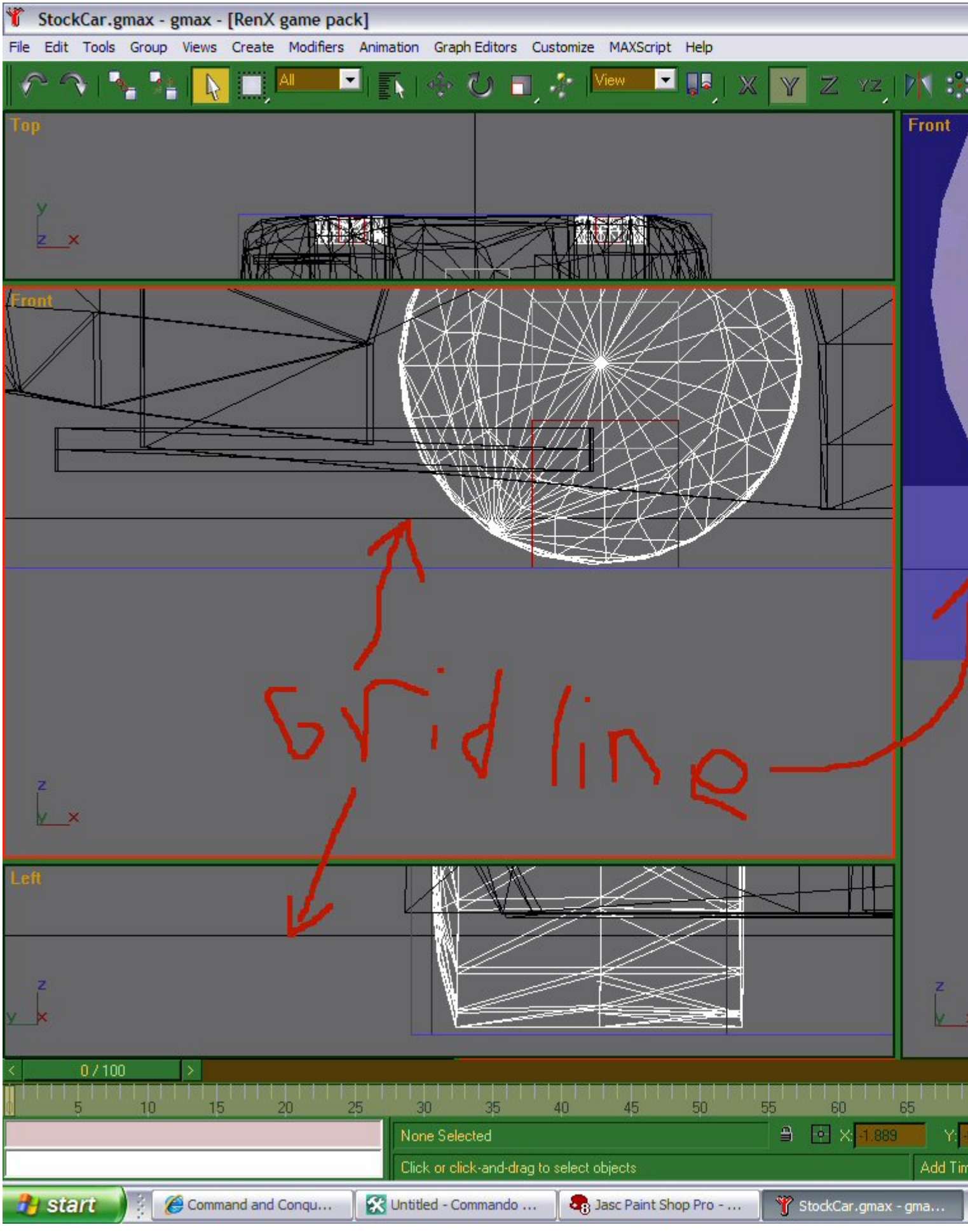
Here it is in RenX, Should it be underneath the X/Y axis grid line?:

Toggle Spoiler

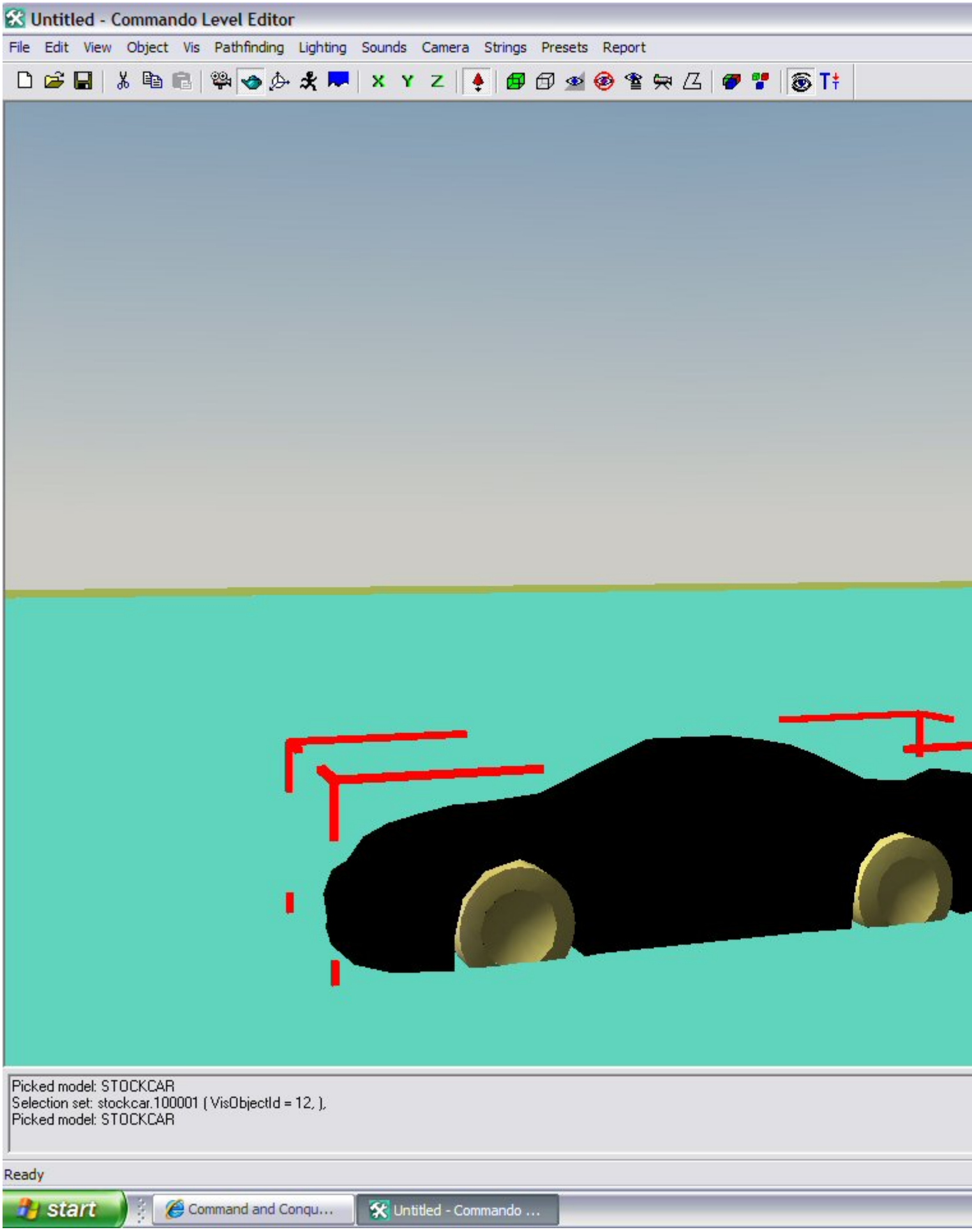
the only reason i do that is becaus the tutorial said to do it

## File Attachments

1) is-it-right.jpg, downloaded 600 times


StockCar.gmax - gmax - [RenX game pack]
File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help
All
View
X Y Z YZ
Top
Front
Front
Left
grid line
0 / 100
5 10 15 20 25 30 35 40 45 50 55 60 65
None Selected
X: -1.889
Click or click-and-drag to select objects
start
Command and Conqu...
Untitled - Commando ...
Jasc Paint Shop Pro - ...
StockCar.gmax - gma...

2) hmmm.jpg, downloaded 600 times


Untitled - Commando Level Editor
File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report
X Y Z
Picked model: STOCKCAR
Selection set: stockcar.100001 ( VisObjectId = 12, ),
Picked model: STOCKCAR
Ready
start
Command and Conqu...
Untitled - Commando ...

Subject: Re: Need Vehicle Help
Posted by ErroR on Sun, 21 Jun 2009 15:15:57 GMT
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move it up a bit using the Z then

Subject: Re: Need Vehicle Help
Posted by wubwub on Sun, 21 Jun 2009 17:28:44 GMT
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i got it figured out.

Tyvm for all your help

Subject: Re: Need Vehicle Help
Posted by Reaver11 on Sun, 21 Jun 2009 22:49:39 GMT
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Also watch out with the polygron amount in your models. I dont know how much this one has but if you are intending to have more nascars it might get a bit over polied.