
Subject: floating platforms

Posted by --oo00o00oo-- on Fri, 28 Nov 2003 19:02:53 GMT

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is was thinking about having floating platforms in a map. now i know u can just place cubes in the air and that would work. but how would i save it out if i wanted to animate the cubes with a little floating bob (u know like its hovering in the air going up and down)?

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Posted by Cpo64 on Fri, 28 Nov 2003 19:36:02 GMT

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I don't know if you would really want to do that for an MP map, as soon as you stepped on it you would start to lag...

But you could make the platform, give it a 'bob' and create a tile for it in LE

Using the name of the tile, create a proxie in your map where ever you want the bobbing platform

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Posted by Deafwasp on Sat, 29 Nov 2003 20:10:10 GMT

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Yeah, that is also stupid. this isn't super mario world.

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Posted by SuperFlyingEngi on Sat, 29 Nov 2003 20:37:47 GMT

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But a Super Mario Renegade mod might be pretty funny...

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Posted by --oo00o00oo-- on Sat, 29 Nov 2003 20:48:15 GMT

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ok....how about for more along the lines of an elevator for tanks? i figured a platform that comes down, sits for about 30 seconds, then goes up and sits for about 30 seconds, and keeps doing that in a loop.

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Posted by [Jaspah](#) on Sat, 29 Nov 2003 21:04:30 GMT

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Tanks don't work with elevators, your tank ends up being stuck. Tried it in the mission were you have to rescue mobius. Drove my tank into the elevator and that was the end of that.

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Posted by [Sir Kane](#) on Sat, 29 Nov 2003 21:29:16 GMT

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Are you trying to make a jump'n'run map?

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Posted by [Jaspah](#) on Sun, 30 Nov 2003 15:03:44 GMT

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DeafwaspYeah, that is also stupid. this isn't super mario world.

So, it can be Quake III world!

Quake 3 owned until better games came out.

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Posted by [Deafwasp](#) on Mon, 01 Dec 2003 20:46:48 GMT

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WHAT? I think I remember driving my tank onto a elevator in the game and it worked.... ? !?

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Posted by [Jaspah](#) on Mon, 01 Dec 2003 23:06:21 GMT

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Deafwaspl think

You don't know.

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Posted by [IRON FART](#) on Tue, 02 Dec 2003 04:02:10 GMT

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You can do that really easily.

It's hard for me to explain in detail, because i'm pressed for time, but you can do it all in gmax.

Create the object you want to bob up and down in gmax.

Place it where you want it to start.

Change the frames-slider thing so it is about 60 seconds long (seconds not frames)

Set the first frame as the starting point. jump to 3rd second, set highest point.

Jump to like the 33 second mark, and set the highest point.

Jump to the 36 second mark and set the original point. jump to the 60 second mark, and set the original starting coordinates.

or something like that.

gmax should automatically fill everything in between to make the ups and downs smooth.

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Posted by [Deafwasp](#) on Tue, 02 Dec 2003 04:52:14 GMT

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