
Subject: Vehicle Proxies or whatever they are called.
Posted by [Anonymous](#) on Tue, 10 Dec 2002 22:57:00 GMT
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OK, I saw this inside some Vehicles and buildings. a little box, I assume its the HUD Proxie or the VIS data box. I need to make a HUD proxie for my vehicle so that when U target the vehicle it will display the HUD with the object name and health bar. How do I do this in GMAX, or point me to a tutorial. I want my Alligator vehicle to say "Alligator" when U target him. I also want the health bar to show up.
