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Subject: Re: Hovercraft

Posted by [crazfulla](#) on Sun, 01 Oct 2006 00:51:54 GMT

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RE: bluethen

Also make sure the script 'M00\_Disable\_Transition' isn't attached, that too can prevent you getting into vehicles and turrets. I know cus Ive mucked around with the stuff myself. Currently remaking one of my previous maps with models from Reborn. Gonna make harvies drivable I could take a look at it in RenX for ya and ill post what i find.

RE: help-linux:

a bone is a wee box which you place in RenX to mark certain points on the vehicle such as the centre of gravity, the centre of each wheel or tread, and in this case, the positions where passengers sit. Most singleplayer models of Hovercraft, Commanche etc could not be used in Multiplayer. You would need an edited version with those bones placed in them.

If you have ever played C&C\_GT2.mix the commanche model there has a perminant muzzle flash going on... whoever edited that model stuffed up the animation lol. You would have to make a map, and when the player DL's that map the model is included in the mix file. Server side mod...doubt it.

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