
Subject: Preset Changes Don't Work In .mix Conversion
Posted by [General Havoc](#) on Thu, 12 Jun 2003 12:54:53 GMT
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Yeah thats right, the animations for the MRLS turret were already added before, like a lot of other vehicles. When they were put into the game all the vehiles has loads of bones but only the main ones were used, there was a lot of unused ones still on them, the agregate bones for vehicles were not used and also the lights that were meant to appear on them. but in the case of the MRLS all you need to do is make the turret have a 360 degree rotation angle, and also the turret rotation speed can be adjusted. I know the light bones on vehicles can be used and as far as I know the agregates should work, these were explained in a post by Blazer once. The last things i mentioned have to be done in RenX though as you would need to add damage textures or emitters in the W3D file.

_General Havoc
