
Subject: Re: Need Vehicle Help

Posted by [wubwub](#) on Sun, 21 Jun 2009 01:09:39 GMT

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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

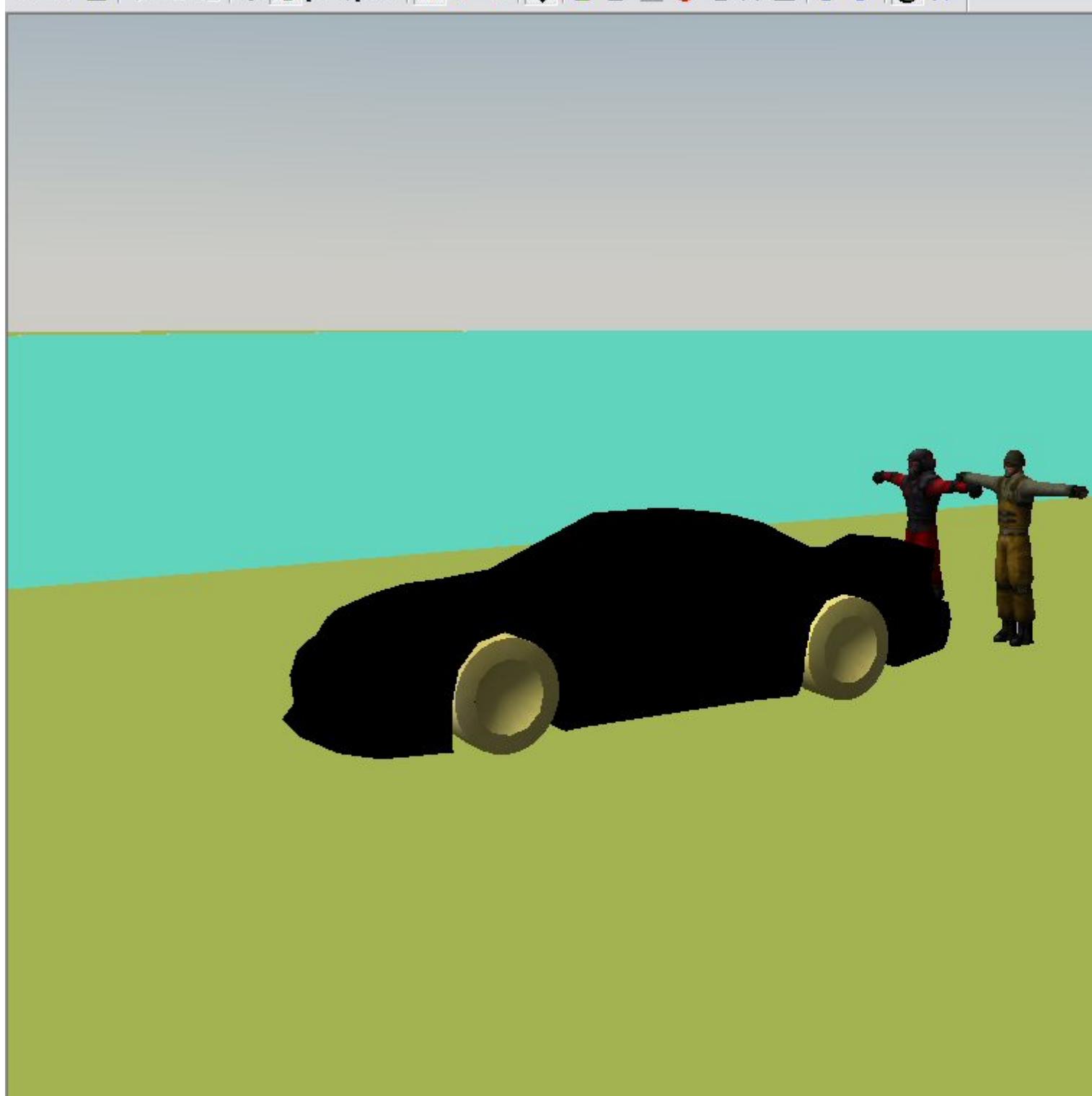
Can i ask what am i doing wrong? (this is my first map ever and yes it is nascar map, and it is my first time working with level edit aswell)

File Attachments

1) [leveledit.jpg](#), downloaded 647 times

NasCar - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



```
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

2) Wellok.jpg, downloaded 628 times

The Version of player 1 is 2.900000

FPS = 227, KBPS =
Team Score
1 GDI 0
0 Nod 0
Player Score
1. Wellok 0

