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

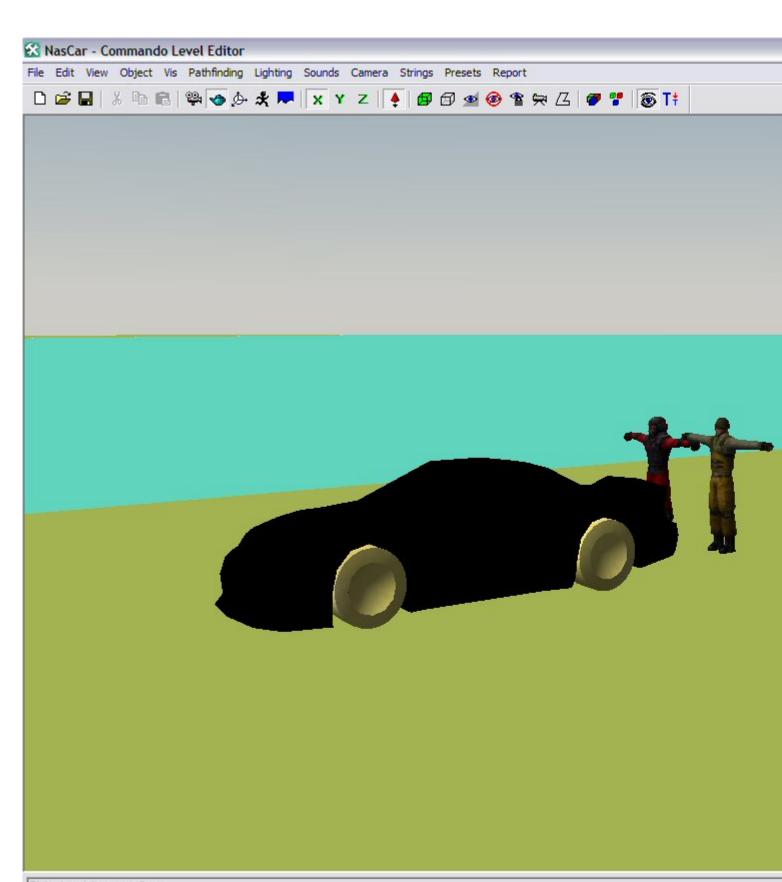
Can i ask what am i doing wronge? (this is my first map ever and yes it is nascar map, and it is my first time working with level edit aswell)

File Attachments

1) leveledit.jpg, downloaded 472 times

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Command and Conquer: Renegade Official Forums



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





