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Subject: (Projectile W3d property not set)

Posted by [FalconAtl](#) on Fri, 21 Mar 2003 12:22:36 GMT

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Okay, thanks for the responses. What I found was this: The meshes did not have "Projectile" set in the W3D properties in RenX. As soon as I set the meshes to projectile the AI constantly shoots at the unit. I have to re-visit each model and set these (darn).

The SAM Sites were using M00\_Base\_Defense.

Here's a link for ya, (bigwig992)

pic of the units:

<http://home.attbi.com/~jwno/Renegade/Files/VehTest.gif>

Note: I'm not a modeler, I did not construct those from scratch. All of them are freebie 3ds models readily available on the net. They are not to scale (obviously), I wouldn't know how to begin to scale this stuff (just playin around), and the OrcaBomber is from SgtMay.

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