Subject: MY GOD THIS IS UNBARABLE
Posted by Anonymous on Fri, 19 Apr 2002 00:23:00 GMT
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The editor is good and stuff.. But cna it not crahs every 15 minutes? That would help, I've had a a-10 90\% done and perfect, new projectiles, everything but physics for it's flying, even entering, all that crap. It crashes every time. I can't even get it saved, the entire thing erases itself and puts hte folder back to normal. And I cna't save the current work on the mod because there is not import modding ****.

Subject: MY GOD THIS IS UNBARABLE
Posted by Anonymous on Fri, 19 Apr 2002 00:26:00 GMT
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The do***ent explained using a pre existing model object and editing its info, I did that and it worked but I just can't figure out how this stuff is supposed to be organized and what some of the parameters in the edit object dialog mean. It's frustrating the docs don't detail this enough.

Subject: MY GOD THIS IS UNBARABLE
Posted by Anonymous on Fri, 19 Apr 2002 00:29:00 GMT
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I'm learning this fine.. very simple for me.. I've done other thingsin the past.. The problem is it doens't tell were thigns are located(i.e. physics files) and It crashes to god dman much.. I'd have a gunboat, recon bike, apache/orca bomber, and a-10 by now, with rebalancing on the other units(since airpatch is very unbalanced) by now if this thing didn't crash.