Subject: Help Wanted
Posted by Oblivion165 on Sun, 23 May 2004 01:22:31 GMT
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i need someone to help finish this model, i followed the turorial and i put it ingame.....but it makes it so the hand models dont show up.

at least take a look at it and tell me whats going on.

http://www.dr-oblivion.com/WEP_Passive.zip

dont comment about the model, ill work with it when its made right.

Subject: Help Wanted
Posted by Oblivion165 on Sun, 23 May 2004 18:57:33 GMT
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....and of course no one helps....

i also want to know what i can set my animals to, because it made buzzards and a death animation but it dont know what kind of object to set it to, to let me set the right animation for it.

Also tumble weeds, made an animation but i need it to go over small hills and such.

Subject: Help Wanted
Posted by Spice on Mon, 24 May 2004 01:20:25 GMT
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I would have helped if you would have showed a pic. Set it to flesh.

Subject: Help Wanted
Posted by Oblivion165 on Mon, 24 May 2004 01:39:43 GMT
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the bird? it is, but it still doesnt have the right settings.

oh and how come you didnt release that submarine map?

Subject: Help Wanted
Posted by Spice on Mon, 24 May 2004 07:10:13 GMT
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I started redoing it and then I go tot working on other projects   I got working on ore mines , a map for renalert , then I started on Castle for renalert and now im working on brencourt for the bob total conversion and at this momnet im modeling a x-wing for fun just to see how good i can do. RA_Castle needs textureing , oremines needs terrain fixes and brencourt is still very early in production. My x-wing is looking good too.   I need to stop and finsih one thing then move to the next , intead of jumping on and off projects.

Anyways what do you mean it doesnt have the right settings? It doesnt fly or when you shoot it , its not like a bird

Subject: Help Wanted
Posted by Oblivion165 on Mon, 24 May 2004 07:25:59 GMT
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yeah i have the same problem. I made two maps for a new hope, i dont know if they will include them or not, i gave it to html god though.
Temple Duel Arena
Death Star Trench Run

well the bird i made do a perfect circle as its animation.

and a death animation.

My question is, how do i tell renegade to change the regualr animation to the death one when its shot.

i did it as a tile (Damageablestaticphys), and it worked but it played the death animation over and over.

And i cant place it as a soldier or anything.