
Subject: Vehicles

Posted by [Anonymous](#) on Sat, 27 Apr 2002 18:37:00 GMT

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i have put a A_10_Flyover in my map but when i test it i go to it but i cant enter it doesnt have arrow to it or anything

Subject: Vehicles

Posted by [Anonymous](#) on Sat, 27 Apr 2002 18:40:00 GMT

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hey easier way dl the vehicles.zip from <http://ftp.westwood.com> in the tools dir and then just export the a10.gmx as w3d and set up a new vehicle in commandbut I can understand if you want to continue with it the way you are just to prove to yourself you can do it, if this is the case just ignore my post

Subject: Vehicles

Posted by [Anonymous](#) on Sat, 27 Apr 2002 18:40:00 GMT

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Did you put an enter and exit point on it?

Subject: Vehicles

Posted by [Anonymous](#) on Sat, 27 Apr 2002 18:41:00 GMT

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its a purchaseable vehicle not added in lvledit[April 27, 2002: Message edited by: XSeth2kX]

Subject: Vehicles

Posted by [Anonymous](#) on Sat, 27 Apr 2002 19:05:00 GMT

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You need to make it a 'player' object, NOT a 'flyover' object, as flyover objects are not drivable.

Subject: Vehicles

Posted by [Anonymous](#) on Sat, 27 Apr 2002 19:09:00 GMT

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quote:Originally posted by Sadistic_Turtle:hey easier way dl the vehicles.zip from <http://ftp.westwood.com> in the tools dir and then just export the a10.gmx as w3d and set up a new

vehicle in command but I can understand if you want to continue with it the way you are just to prove to yourself you can do it, if this is the case just ignore my post yep remember to scale down the worldbox OBB then add it to pts menu.. i did works fine. also in warfactory..

Subject: Vehicles

Posted by [Anonymous](#) on Sat, 27 Apr 2002 19:23:00 GMT

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Dummy!! Why did you put "fly over"? That means you cant use it!

Subject: Vehicles

Posted by [Anonymous](#) on Sat, 27 Apr 2002 19:36:00 GMT

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This may sound like a nOOB question but, Where is the world box at?
