Subject: Making Driver appear in vehicles
Posted by WNxCABAL on Sat, 11 Dec 2004 17:34:28 GMT
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That is what I have so far if I enable OccupantsVisible.
But how is it possible to make it so the driver actually looks like he is driving/riding the bike (like in real life)

Cheers,

Andy

Subject: Making Driver appear in vehicles
Posted by bigwig992 on Sat, 11 Dec 2004 18:17:28 GMT
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Quote:JFW_Per_Preset_Visible_Person_In_Vechicle (makes a person model show up in a vechicle when someone is inside it)
BoneName (bone to attatch the person object to)
Message (message to send)

JFW_Per_Preset_Visible_People_In_Vechicle (makes a person model show up in a vechicle when someone is inside it, this one does it twice for 2 people in the vechicle)
BoneName1 (bone name to attatch the person object to for the first model)
BoneName2 (bone name to attatch the person object to for the second model)
Message1 (message to send for the first model)
Message2 (message to send for the second model)

JFW_Visible_Person_Settings (script for doing the per-infantry-preset part of the visible people logic)
Message (message to listen for)
ModelName (the name of the w3d file to use for the person model, without the .w3d on the end)
Animation (the name of the animation to play on the person model, it will loop indefinatly as long as the person model is visible)
Subobject (the subobject to use for this animation, a value of 0 will mean "no subobject")
FirstFrame (frame to start animating at, 0 means first frame, -1 means "current frame")
LastFrame (frame to go to, -1 means "end of animation")
Blended (some value for blended animation, only applies to Solders)

Basicly, you stick JFW_Visible_Person_Settings on an infantry preset and
JFW_Per_Preset_Visible_Person_In_Vechicle or JFW_Per_Preset_Visible_People_In_Vechicle
on the vechicle preset.
If you dont put JFW_Visible_Person_Settings on an infantry unit, you will get an invisible model.
Dont forget to do it for both teams (even if you only have vechicles with visible drivers for one team, remember that the other team may steal one)

You can use different messages (and different settings for JFW_Visible_Person_Settings) for each vechicle if you want.
The model you use must have no worldbox/boundingbox/etc and should have all collision flags set to off.

Subject: Making Driver appear in vehicles
Posted by WNxCABAL on Sat, 11 Dec 2004 18:19:24 GMT
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Ok thanks,

Next question, how would I create a Bone?

Subject: Making Driver appear in vehicles
Posted by bigwig992 on Sat, 11 Dec 2004 20:38:19 GMT
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Create a regular cube, when you set the collision properties make sure only "Export Transform" is checked, and that "Export Geometry" is NOT checked. Whatever the name of that cube is, is the name of the bone.

Subject: Making Driver appear in vehicles
Posted by Everyone on Sun, 12 Dec 2004 04:24:24 GMT
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Trying to revive the commando mod for renegade Andy? Why don't you ask Genocide for further help.

Subject: Making Driver appear in vehicles
Posted by Spice on Sun, 12 Dec 2004 05:35:06 GMT
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EveryoneTrying to revive the commando mod for renegade Andy? Why don't you ask Genocide for further help.

Nope he is boning the old renegade attack cycle for his christmas map. Come to think of it , It was going to be in renalert. I guess that is anonther disapointment about them switching game engines.

Subject: Making Driver appear in vehicles

Posted by WNxCABAL on Sun, 12 Dec 2004 13:14:01 GMT
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Yup,its for the snowfight map which is almost complete for my BETA testers

I might just keep the infantry on top of the vehicle like that in the piccy above

Because Snowfight is all about having fun

I am also going to include the E3 Flame Tank, Hover MRLS, HUMTOW (I was going to include the Commando Hummer until I saw it was like 3000 polys) and the Renegade2 Mirage Tank (re-skinned/textured)

I hope when it is released that everyone plays it on there servers to get into the Xmas Spirit

C Ya

Andy

Subject: Making Driver appear in vehicles
Posted by tooncy on Sun, 12 Dec 2004 15:45:38 GMT
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Cool. I always wanted to drive the old flame tank. That thing is just so damn cool. If I can make a request though, can you please include the old Nod Buggy? That would be really cool.

Subject: Making Driver appear in vehicles
Posted by WNxCABAL on Sun, 12 Dec 2004 17:41:40 GMT
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I would love to have that also, but unfortunatly, the one that was released by Eric Kearns isn't properly boned (the turret fires in one direction and doesn't rotate).
If anyone can release a properly boned version, that would be great and I could add it, but until then, until I properly learn how to bone a vehicle, I cannot add it.

Andy.

Subject: Making Driver appear in vehicles
Posted by Deactivated on Sun, 12 Dec 2004 19:00:09 GMT
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_TFWxANDY_I would love to have that also, but unfortunatly, the one that was released by Eric Kearns isn't properly boned (the turret fires in one direction and doesn't rotate).

If anyone can release a properly boned version, that would be great and I could add it, but until then, until I properly learn how to bone a vehicle, I cannot add it.

Andy.

That is not a problem with the model. That problem happens with RenCommando 0.10.

Subject: Making Driver appear in vehicles
Posted by WNxCABAL on Sun, 12 Dec 2004 20:14:57 GMT
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So what your saying is, it is a working model, just I'm too stupid to get the physics correct?

Subject: Making Driver appear in vehicles
Posted by Deactivated on Sun, 12 Dec 2004 20:57:09 GMT
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Turret and weapon settings can be edited with Level Edit.

Subject: Making Driver appear in vehicles
Posted by WNxCABAL on Sun, 12 Dec 2004 21:31:41 GMT
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I know that, but when I was playing around with the buggy I didn't know as much as I do now, so I commented on what I knew, not what I know now (if that makes any sence).
I will have a look at the buggy again sometime and fiddle around with the physics/settings.

If I still can't do it,
Then its out

Subject: Making Driver appear in vehicles
Posted by Everyone on Sun, 12 Dec 2004 22:28:18 GMT
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Why aren't you adding on the commando humvee? It would be a great addition to the winter map.

Subject: Making Driver appear in vehicles
Posted by WNxCABAL on Sun, 12 Dec 2004 22:34:54 GMT
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http://www.n00bstories.com/image.fetch.php?id=1200721704
That is 3114 polys

http://www.n00bstories.com/image.fetch.php?id=1069547351
That is 882 polys

Both based upon the same model.

The commando Model was a model I was going to use, but noticed a slight FPS deduction.
I replaced the model with the TOW and whoaa, it raised it to another 20 more frames. No Idea
how, but, tis cool!

Subject: Making Driver appear in vehicles
Posted by Spice on Mon, 13 Dec 2004 03:37:58 GMT
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I want the commando hummer , I don't have that model.

Subject: Making Driver appear in vehicles
Posted by LucefieD on Tue, 14 Dec 2004 02:19:28 GMT
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Quote:(I was going to include the Commando Hummer until I saw it was like 3000 polys)
hehe I know I went and boned that whole thing not knowing it was 3000 polys but wasnt that thing
ingame at one time in Commando mod? I remeber seeing a pic

Subject: Making Driver appear in vehicles
Posted by WNxCABAL on Tue, 14 Dec 2004 08:03:36 GMT
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It was used in the 0.10 internal alpha.
ExDeath7, ill get you the link tonight for you to D/L it

Subject: Making Driver appear in vehicles
Posted by Spice on Tue, 14 Dec 2004 09:11:06 GMT
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After a little but of searching I found it stashed on my hardrive. Thanks though , I think I'll bone
these vehicles and the old renegade ones for in-game use.

Subject: Making Driver appear in vehicles
Posted by WNxCABAL on Tue, 14 Dec 2004 09:12:18 GMT
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ok

Subject: Making Driver appear in vehicles
Posted by Spice on Tue, 14 Dec 2004 10:14:26 GMT
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Is there a plug-in to apply DDS format textures onto a model in Gmax.

Also where are the textures for the Commando nod cargo truck interior , they didn't come in the pack. (It might be out of date?)

Subject: Making Driver appear in vehicles
Posted by WNxCABAL on Tue, 14 Dec 2004 10:27:33 GMT
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You got MSN?, I got like a folder FULL of E3 models.
Tonight I will send you what ever you desire

Subject: Making Driver appear in vehicles
Posted by Spice on Tue, 14 Dec 2004 12:15:38 GMT
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DeathAX@hotmail.com < MSN
Exdeath87 < AIM

Subject: Making Driver appear in vehicles
Posted by WNxCABAL on Tue, 14 Dec 2004 12:23:28 GMT
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EXdeath7Is there a plug-in to apply DDS format textures onto a model in Gmax.

I think if you apply textures as a TGA, make the texture into a dds, delete the old TGA (making sure the dds is the same name as the TGA.
Launch W3D viewer, it should appear with the dds texture

Subject: Making Driver appear in vehicles
Posted by Spice on Tue, 14 Dec 2004 20:01:01 GMT

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_TFWxANDY_EXdeath7Is there a plug-in to apply DDS format textures onto a model in Gmax.

I think if you apply textures as a TGA, make the texture into a dds, delete the old TGA (making sure the dds is the same name as the TGA.
Launch W3D viewer, it should appear with the dds texture

Yeah I always knew that works , I just always wondered if there was a plug-in to apply them in max. I'm almost positive there is for 3D Studios Max but I couldn't find one.

Subject: Making Driver appear in vehicles
Posted by WNxCABAL on Tue, 14 Dec 2004 21:08:27 GMT

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agh