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Subject: orca engines  
Posted by [Anonymous](#) on Thu, 10 Oct 2002 19:18:00 GMT  
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does anybody know the thing to use when you put script attach to bone what are the engines on the orca what are there bone names i want to attach artys so them so any one who knows plz tell menmdoes any one know the bone for the propeller on the top and back of the apache i want those instead [ October 10, 2002, 19:25: Message edited by: mr1pants ]

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Subject: orca engines  
Posted by [Anonymous](#) on Fri, 11 Oct 2002 04:10:00 GMT  
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you had two ideas going here.....To make the engine tilt use the "EngineAngle"bone.To make the engine make the prop spin use the "Rotor" bone.And for nice engine flames use the "EngineFlame" bone.

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Subject: orca engines  
Posted by [Anonymous](#) on Fri, 11 Oct 2002 13:14:00 GMT  
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If you spoke english and used some punctuation people might be more inclined to help you.

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Subject: orca engines  
Posted by [Anonymous](#) on Fri, 11 Oct 2002 14:22:00 GMT  
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Maybe he is not fully english? Dumb ass.

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Subject: orca engines  
Posted by [Anonymous](#) on Fri, 11 Oct 2002 14:45:00 GMT  
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quote: Maybe he is not fully english? Dumb ass. Going alittle extreme arent we CatburthRD.....yes we are Anyway....rewrite your question with one idea in it and better detail.

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Subject: orca engines  
Posted by [Anonymous](#) on Fri, 11 Oct 2002 15:18:00 GMT  
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quote:Originally posted by CatburtHRD:Maybe he is not fully english? Dumb ass.Ignorance is not an excuse.

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Subject: orca engines

Posted by [Anonymous](#) on Sat, 12 Oct 2002 00:57:00 GMT

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i ment when i use the script atatch to bone like i wana attach a turret to a apache bone the propellers or orca doesnt matter some1 plz tell me what is it angile01 or what like for apc its wheel01 or something

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Subject: orca engines

Posted by [Anonymous](#) on Sat, 12 Oct 2002 07:42:00 GMT

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i managed to figure out what he wants... he want to attacha turret onto the orca/apache instead of the rotor or engines...heres the answer- you would have to edit the model itself, the models arent linked together they are in one model, but they are seperate messhes, so find someone that has made a replica orca and a turret that suits your needs, but you will have to remove the existing turrets

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Subject: orca engines

Posted by [Anonymous](#) on Sat, 12 Oct 2002 08:27:00 GMT

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nonono i mean like one of the cnc\_c130drop.txt in the mobile turret mod if you have got it and tryed they atatched the turret to the artillerys cannon and its name in the model is muzzle0 or something like that whats the orcas engin in the model engin0 or whatfor example;  
\*\*\*\*\* turret spawning buggy-295 Create\_Real\_Object, 4,  
"cnc\_Nod\_mobile\_artillery", 1, ""-300 Create\_Real\_Object, 5, "nod\_turret\_mp", 4,  
"muzzlea0"-301 attach\_to\_bone, 5, 4, "muzzlea0"; \*\*\*\*\*ok look  
-300 Create\_Real\_Object, 5, "nod\_turret\_mp", 4, "muzzlea0"so muzzlea0 is the artillerys canons bones name so the orcas engins bones name or the apaches propellrs bones name or the orcas guns name or the apaches guns name PLZ SOME1 I WANA TRY IT OUT [ October 12, 2002, 08:35: Message edited by: mr1pants ]

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