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Subject: Vehicle Proxies or whatever they are called.  
Posted by [Anonymous](#) on Tue, 10 Dec 2002 22:57:00 GMT  
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OK, I saw this inside some Vehicles and buildings. a little box, I assume its the HUD Proxie or the VIS data box. I need to make a HUD proxie for my vehicle so that when U target the vehicle it will display the HUD with the object name and health bar. How do I do this in GMAX, or point me to a tutorial. I want my Alligator vehicle to say "Alligator" when U target him. I also want the health bar to show up.

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Subject: Vehicle Proxies or whatever they are called.  
Posted by [Anonymous](#) on Wed, 11 Dec 2002 05:36:00 GMT  
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I followed Greg's tutorial in the HowTo folder, and the target box was displayed properly.

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Subject: Vehicle Proxies or whatever they are called.  
Posted by [Anonymous](#) on Wed, 11 Dec 2002 09:23:00 GMT  
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Thanks, I will look at that.

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Subject: Vehicle Proxies or whatever they are called.  
Posted by [Anonymous](#) on Wed, 11 Dec 2002 09:51:00 GMT  
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I was reading them just now, I assume this would be in the Vehicle section. I didnt see anything on how to make the Target HUD. I will look some more.I am a big newbie when it comes to the more advanced aspects of GMAX/RenX.

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Subject: Vehicle Proxies or whatever they are called.  
Posted by [Anonymous](#) on Wed, 11 Dec 2002 11:19:00 GMT  
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You have to change the string name for the vehicle. It's in the Commando editor. Use an unused string for the alligator.I'm not sure if this works with the new patch or not. You can always try though.

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