
Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Anonymous](#) on Thu, 09 Jan 2003 02:47:00 GMT
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here are the fully working gmax files for all the v_xxxx.w3d's in
always.dathttp://di.ww-unleashed.com/Vehicles/Nod/http://di.ww-unleashed.com/Vehicles/GDI/htt
p://di.ww-unleashed.com/Vehicles/Misc/enjoy them...i should get Nod updated tomorrow, but i did
get the bike in there... just have to go through and finish...

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Anonymous](#) on Thu, 09 Jan 2003 02:50:00 GMT
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Kool, good job.

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Anonymous](#) on Thu, 09 Jan 2003 06:58:00 GMT
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again, nice work

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Anonymous](#) on Thu, 09 Jan 2003 13:00:00 GMT
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So you're working on Abjab's, or did you create your own? Still probably no plans to release it? Not
that this isn't enough already, though. Edit: What's the difference between the two GDI APCs? [
January 09, 2003, 13:16: Message edited by: Taximes]

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Anonymous](#) on Thu, 09 Jan 2003 13:44:00 GMT
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kool stuff dante

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Anonymous](#) on Thu, 09 Jan 2003 13:46:00 GMT
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Please refer to the bolden text in my signature

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Anonymous](#) on Thu, 09 Jan 2003 15:14:00 GMT
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Updated: I just added the medium tank model. It is fully functional and has textures included. Please note that this model does not have LOD. [January 09, 2003, 15:17: Message edited by: ApacheRSG]

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Anonymous](#) on Thu, 09 Jan 2003 15:52:00 GMT
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Is it just me or do some of those tracked vehicles not have WWSkin modifiers on the tracks??

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Anonymous](#) on Thu, 09 Jan 2003 16:11:00 GMT
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dere aint no wwskin :(sorry, but it don't export, so it don't import

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Anonymous](#) on Thu, 09 Jan 2003 16:33:00 GMT
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any vehicle that has a duplicate....the one with a suffix _m is the multiplayer (driveable) version of the model.Thank you dante.....these have been needed by the community and i am happy to see that they are available to us now.5 stars for dante! Eric.

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Anonymous](#) on Fri, 10 Jan 2003 00:13:00 GMT
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What about the medium tank

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Anonymous](#) on Fri, 10 Jan 2003 00:15:00 GMT
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First of all were the heck you get those and next GREAT JOB!

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Anonymous](#) on Fri, 10 Jan 2003 00:30:00 GMT
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Awesome!

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Anonymous](#) on Fri, 10 Jan 2003 00:57:00 GMT
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God loves the w3d importer script...im working on it today... hopefully i can start understanding the original scripting, so i can work through the bugs...med tank would not import i am working on it though...

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Titan1x77](#) on Sun, 01 Jun 2003 08:49:49 GMT
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any chance someone still has these vehicles?

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [General Havoc](#) on Sun, 01 Jun 2003 08:56:23 GMT
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Use the W3D importer and import them to Gmax/3D Studio then you can edit them. The only thing not setup is the collision, which is not hard to do as it is only projectile for the model and then the bounding box has the other settings.

_General Havoc

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Titan1x77](#) on Sun, 01 Jun 2003 10:03:17 GMT
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also the textures and the animation wasn't set up.

But i may be wrong about the animation...i might of had to select the wheel's

Whats the collision set for on the mesh,bones,boxes?

i think this is what it would be.

Mesh just geometry,projectile

Bones....just bones

boxes....geometry,hide,physical,camera

Is that right?

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [General Havoc](#) on Sun, 01 Jun 2003 16:03:07 GMT
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Also OBBOX property on the W3D tools for the Bounding box. Also you can dith any object that has a number except ".00" after is as that was used for LOD and is not worth using. It will confuse you a lot less too.

_General Havoc

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [maytridy](#) on Sun, 01 Jun 2003 16:12:45 GMT
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I don't know about you guys, but the links don't work for me.

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Skier222](#) on Sun, 01 Jun 2003 18:41:47 GMT
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maytridy I don't know about you guys, but the links don't work for me.

nope, they dont work for me either

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [maytridy](#) on Sun, 01 Jun 2003 19:11:14 GMT
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hmmmmmm..... :huh:

Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [Titan1x77](#) on Mon, 02 Jun 2003 00:22:23 GMT

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thanks havoc....laubi was nice enough to set one up for me....he also textured it as well....Big special thanks go's out to him!!

Whats up may....sign on MSN...
