Subject: Help with plants.
Posted by Anonymous on Tue, 21 Jan 2003 14:06:00 GMT
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I want to add my own custom plants models into Cambodia, But I dont know how to do it the way I want. I want to be able to add them in the map thru commando like the standard WS trees found in the editor. Help gets you 2 cookies.

Subject: Help with plants.
Posted by Anonymous on Tue, 21 Jan 2003 15:12:00 GMT
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But NameHunter always takes cookies that I get   It involves using the alpha channel in a texture on a flat plane so the texture is see through in some places...

Subject: Help with plants.
Posted by Anonymous on Tue, 21 Jan 2003 15:15:00 GMT
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quote:Originally posted by ApacheRSG:But NameHunter always takes cookies that I get   It involves using the alpha channel in a texture on a flat plane so the texture is see through in some places...Are you asking "how" to make plants or how to bring them into the editor as objects?

Subject: Help with plants.
Posted by Anonymous on Tue, 21 Jan 2003 15:26:00 GMT
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quote:Originally posted by ekearns: quote:Originally posted by ApacheRSG:But NameHunter always takes cookies that I get   It involves using the alpha channel in a texture on a flat plane so the texture is see through in some places...Are you asking "how" to make plants or how to bring them into the editor as objects?Right, I should read posts, just make a cross of two planes turned on their x or y axis 90 degrees then given two side w3d settings, texture it and enable the alpha blending channel setup, which I don't know off the top of my head, then export as renegade terrain and add it into the level as a tile.

Subject: Help with plants.
Posted by Anonymous on Tue, 21 Jan 2003 15:29:00 GMT
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thats the question, how do i add it as a tile? and hurry, map is finished except that!(and i know how to make textures and models numb nuts) [January 21, 2003, 15:30: Message edited by: DeafWasp]

Subject: Help with plants.
Posted by Anonymous on Tue, 21 Jan 2003 15:52:00 GMT
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Export it as renegade terrain and add a new preset for it in Commando. (I think) [January 21, 2003, 15:52: Message edited by: gendres]

Subject: Help with plants.
Posted by Anonymous on Tue, 21 Jan 2003 16:09:00 GMT
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Ok so you want to add it as a tile. First export your model with all the correct settings and place it in your mod folders root directory with any textures. Next go to the tile branch of the presets tree and click add (temp, for mix format) then enter a name like "mytree1" then go to the second tab (Physics Model). Here you find a box saying Model Name, that currently had the value "NULL" in it. Browse to your model so that the path is in the box. Also on this tab change the physics Type (at the top) to StaticAminPhys, set the collision mode to none as there a static object and then the animation mode should be set to MANUEL. Then simply make your new tile preset and add it to your map.Hope this helps

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Subject: Help with plants.
Posted by Anonymous on Wed, 22 Jan 2003 01:12:00 GMT
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export it as Heriachy model, not the animated one.then TEMP in a new tile. (under the Tiles section)then dont forget to "make" it on your map.