
Subject: weapons

Posted by [FireRescue343](#) on Wed, 21 Mar 2007 21:40:17 GMT

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ive got a mod, its a nod banshee and i put all of its settings for the apache attack helicopter, the problem is it fires the apaches weapons and make the apache sounds, ive got the files that are for the banshee noise and weapons but i dont know how to get it so the right weapons are on the banshee, can somone tell me?

Subject: Re: weapons

Posted by [Oblivion165](#) on Thu, 22 Mar 2007 01:50:56 GMT

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Its a several step process:

First, temp a ammo preset the is similar to what you need and change it to make it more similar still.

Second, make a weapon temp and use the same guidelines. Something similar to the rate of fire and the style in which it's shot.

Third, in the weapons settings tab, change it's primary to your ammo type you temped in the first step. Secondary can be blank or such and such.

Fourth, On your vehicles settings tab, change its primary/secondary to your new weapon temp and your almost home.

Fifth, using the same logic in steps one and two goto your sound presets for existing weapons and make a temp that fits your needs for each type of ammo state (fire/reload/empty) you can skip them if needed.

Sixth, the last thing you have to do is go back to your weapons temp and change its fire/reload/empty sounds to your new temps and you can leave them blank if you dont have a sound for something.

Its all off of memory but it should do it.

Subject: Re: weapons

Posted by [FireRescue343](#) on Thu, 22 Mar 2007 11:13:27 GMT

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the problem is the banshee has a plasma cannon.

Subject: Re: weapons
Posted by [Jerad2142](#) on Thu, 22 Mar 2007 16:02:47 GMT
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Then you will have to make a 3D model for it, or find an object in Renegade that looks like the plasma shot and use its 3D model for the projectile.

Subject: Re: weapons
Posted by [Oblivion165](#) on Thu, 22 Mar 2007 17:05:13 GMT
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Im pretty sure the banshee is what HTML god asked me to make the bombs for the y-wing look like. for that i took a single image like so:

Make three intersecting planes:

Add the texture and set its shader to "screen":

Subject: Re: weapons
Posted by [Jerad2142](#) on Thu, 22 Mar 2007 17:13:07 GMT
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Oblivion165 wrote on Thu, 22 March 2007 11:05Im pretty sure the banshee is what HTML god asked me to make the bombs for the y-wing look like. for that i took a single image like so:

Make three intersecting planes:

Add the texture and set its shader to "screen":

If you set its shader to "add" and emissive to white it will glow in the dark, but add does use more processing power.

Subject: Re: weapons

Posted by [FireRescue343](#) on Thu, 22 Mar 2007 19:31:56 GMT

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where am i supposed to do that?

Subject: Re: weapons

Posted by [Jerad2142](#) on Thu, 22 Mar 2007 22:19:12 GMT

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RenX

Subject: Re: weapons

Posted by [FireRescue343](#) on Thu, 22 Mar 2007 22:56:25 GMT

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Oblivion165 wrote on Thu, 22 March 2007 11:05lm pretty sure the banshee is what HTML god asked me to make the bombs for the y-wing look like. for that i took a single image like so:

Make three intersecting planes:

Add the texture and set its shader to "screen":

how do i get this from renx

Subject: Re: weapons

Posted by [Zion](#) on Fri, 23 Mar 2007 12:30:51 GMT

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Export as a w3d file.

Subject: Re: weapons

Posted by [FireRescue343](#) on Fri, 23 Mar 2007 19:37:02 GMT

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i really have no idea where to get that and how.

Subject: Re: weapons
Posted by [FireRescue343](#) on Fri, 23 Mar 2007 19:39:38 GMT
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ok i think i found where to get it but i dont know how to get it in renx.

Subject: Re: weapons
Posted by [Zion](#) on Sat, 24 Mar 2007 15:32:21 GMT
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You make it in renx. And why are you pm'ing me?

Subject: Re: weapons
Posted by [Jerad2142](#) on Sat, 24 Mar 2007 15:35:36 GMT
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Merovingian wrote on Sat, 24 March 2007 09:32 You make it in renx. And why are you pm'ing me?
Ha, get use to it.

Subject: Re: weapons
Posted by [FireRescue343](#) on Sat, 24 Mar 2007 20:31:36 GMT
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how i am supposed to make it?

Subject: Re: weapons
Posted by [Zion](#) on Sat, 24 Mar 2007 20:34:03 GMT
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With three interleaving planes like the image above, then apply the texture to each one.

renhelp.net will tell you the specifics.
