

---

Subject: Trains? Possible?

Posted by [Tankkiller](#) on Fri, 04 May 2007 23:46:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I been wondering if its possible to make a train that acts like the elevators in renegade but unlike the evavators, scripted to stop for a period of time in one stop and then go to the next stop, and so on and so fourth.

please tell me if this possible, please.

---

---

Subject: Re: Trains? Possible?

Posted by [Oblivion165](#) on Sat, 05 May 2007 00:01:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

yes but not easily, the animation of the wheels and such would be that hard part.

Take your modeled train in max/renx and place it on your map. From there move it about like an elevator, from point to point and keeping it still at the stops. When you have a loop made, hide everything but your train and export it as a animated model. When you place it on your map in LE it will have to be moved to the place you started its path but from there it might work.

Just keep in mind while designing your train that renegade doesn't like to let models ride along, so you might want to make it have some walls for your character to bum into.

---

---

Subject: Re: Trains? Possible?

Posted by [Jerad2142](#) on Sat, 05 May 2007 05:23:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Oblivion165 wrote on Fri, 04 May 2007 18:01yes but not easily, the animation of the wheels and such would be that hard part.

Take your modeled train in max/renx and place it on your map. From there move it about like an elevator, from point to point and keeping it still at the stops. When you have a loop made, hide everything but your train and export it as a animated model. When you place it on your map in LE it will have to be moved to the place you started its path but from there it might work.

Just keep in mind while designing your train that renegade doesn't like to let models ride along, so you might want to make it have some walls for your character to bum into.

If it has elevator physics it will work fine. (sort of, I have had difficulties with it in the past, but if the train is short it will work fine.

---