Subject: Problem with this tank
Posted by AoBfrost on Sat, 28 Jul 2007 19:14:19 GMT
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Hey guys I was fooling around looking for the light tank mod with the left turret, slave sent me the gmax files, i exported what he sent me as .w3d, started up renegade bought a light tank, works good...problem is......it wont drive, it just shoots, heres some screenshots.

EDIT: if this helps, I noticed looking at the tank the treads are stuck inside of the air strip's landing area, i kept shooing to push myself off the strip and could drive, is there any way to edit the model or something so it drops above the air strip and not partially in it?

File Attachments
1) ScreenShot02.png, downloaded 4398 times

Subject: Re: Problem with this tank
Posted by zunnie on Sat, 28 Jul 2007 19:30:46 GMT
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To fix that you have to place the Carmaker higher above the strip i guess.
So you have to edit the lvl files from westwood to do that..

Subject: Re: Problem with this tank
Posted by AoBfrost on Sat, 28 Jul 2007 19:35:15 GMT
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Wrong because i just fixed it, some clear box floating above the tank tread was there, so i moved it down the exactly where the tread is, and testing it works 100% fine now and drives off the strip...

Subject: Re: Problem with this tank
Posted by nodelites on Sat, 28 Jul 2007 23:42:31 GMT
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yep, worldbox problem, just like i thought, i acidentally do that sometimes, just double check your world box is in the correct positon when you export your model next time >>

Subject: Re: Problem with this tank
Posted by AoBfrost on Sun, 29 Jul 2007 01:21:42 GMT
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Is it possible to use the original beta med, or the newer beta med with the radio antennna's sticking out from the back to replace the current med client side? can i just import, then export the model as the same name as the current one and make it work? or is it a big rename project just to make it work?

Subject: Re: Problem with this tank
Posted by sadukar09 on Sun, 29 Jul 2007 01:37:01 GMT
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Wouldn't that be cheating? Since you technically ARE enlarging your own med without the others having the same

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Subject: Re: Problem with this tank
Posted by AoBfrost on Sun, 29 Jul 2007 01:39:40 GMT
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No, damage area would be the same, but the look is just bigger, plus using the newer beta med is the same size as the current one we use, it just has radio anntena's on the back.

Subject: Re: Problem with this tank
Posted by AoBfrost on Sun, 29 Jul 2007 05:57:52 GMT
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Sorry to double post, but does anyone have the model for the beta buggy i can export in renX?

Subject: Re: Problem with this tank
Posted by havoc9826 on Sun, 29 Jul 2007 07:14:26 GMT

If you're talking about the beta buggy from here, the Sole Survivor mod made their own which is similar to that (example here, and note that they made that gun 999/999, not me). Since I have no idea how to use any mod tools other than XCC Mixer's extractor, I'm including some of the files from Sole Survivor's SRSSDAT.dat which may have the correct buggy in them (they had three different buggies, one of which you could drive in first person). If I'm missing anything, tell me which files and I'll upload them, or if it'd be easier to upload the mod itself (since cnc-source screwed up their database), let me know.

File Attachments
1) sole survivor buggies.zip, downloaded 130 times

Subject: Re: Problem with this tank
Posted by AoBfrost on Sun, 29 Jul 2007 15:14:56 GMT

Is it the same filename as the renegade buggy? or if not, anyone with renX knowledge tell me if this will work if i just export it as a new model with the current buggy's name