
Subject: Weapon offset

Posted by [Darknes2](#) on Fri, 18 Jul 2008 23:10:13 GMT

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yeaaa i made a prism towe and the last problems i have are animating it, i made the head tuern in renx when i made it but i set the anim to prism_ext.prism_ext and it does nothing. and most importantly this

how do i get the weapon to shoot from the head?
heres what it looks like in renx

the preset is under mounted vehicles.

help please

Subject: Re: Weapon offset

Posted by [Veyrdite](#) on Fri, 18 Jul 2008 23:59:37 GMT

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Darknes2 wrote on Sat, 19 July 2008 09:10yeaaa i made a prism towe and the last problems i have are animating it, i made the head tuern in renx when i made it but i set the anim to prism_ext.prism_ext and it does nothing. and most importantly this

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Place the object on your map at X0,Y0,Z0. If you can't see the trail then it's because for some reason the vertices of something arn't attached to your model, rather the map.

P.S. Why do you use Norton?

Subject: Re: Weapon offset

Posted by [Darknes2](#) on Sat, 19 Jul 2008 00:41:07 GMT

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lmao it isnt my computer and norton it broken so im unprotected but dont tell no body

Subject: Re: Weapon offset

Posted by [Veyrdite](#) on Sat, 19 Jul 2008 00:50:52 GMT

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Darknes2 wrote on Sat, 19 July 2008 10:41lmao it isnt my computer and norton it broken so im unprotected but dont tell no body

...

Avast

S&D

ZoneAlarm

Subject: Re: Weapon offset

Posted by [Lone0001](#) on Sat, 19 Jul 2008 00:56:52 GMT

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Don't forget AVG! best and easiest to use Anti-Virus imo.

Subject: Re: Weapon offset

Posted by [Veyrdite](#) on Sat, 19 Jul 2008 03:54:03 GMT

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{SB}Lone0001 wrote on Sat, 19 July 2008 10:56Don't forget AVG! best and easiest to use Anti-Virus imo.

But remember never have both AVG or Avast! resident protection activated at one time unless you want to slow your computer down.

Subject: Re: Weapon offset

Posted by [Lone0001](#) on Sat, 19 Jul 2008 03:56:48 GMT

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I wouldn't be worried about my computer being slowed down if I had two they would just detect each other as viruses probably lol.

Subject: Re: Weapon offset

Posted by [Veyrdite](#) on Sat, 19 Jul 2008 09:51:21 GMT

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{SB}Lone0001 wrote on Sat, 19 July 2008 13:56I wouldn't be worried about my computer being

slowed down if I had two they would just detect each other as viruses probably lol.
"Avast Avast!," AVG ordered.
"That's A Very Good one," Avast! replied.

Subject: Re: Weapon offset
Posted by [Reaver11](#) on Sat, 19 Jul 2008 11:10:09 GMT
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As far as I can see you didnt bone/rig the vehicle at all?

What you need to do is bone the vehicle and make an animation for it (i suppose you want to have the top rotating as in red alert 2)

You can just follow this tutorial ->
<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=58>

With one exception my guess is the rotation on top works the best if you dont rig it as turret.

You can better make an invisible barrel/turret so it looks asif it was fired from the rotating part.

I hope this helps you out!

Subject: Re: Weapon offset
Posted by [Darknes2](#) on Sat, 19 Jul 2008 15:01:19 GMT
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well... i gave it a world box and a turret.00 and a Barrel.00 and a MuzzleA.00 so... isnt that right?

edit nvm i think i know where i went wrong, ill post again if it stil lwont work with what ima try.

another edit yeaaaa they shoot from top now thnx to that tut... but... they dont turn.... i mean they all shoot straight ahead its like the turret bone wont budge.. why though?

heres a ss

Subject: Re: Weapon offset
Posted by [Reaver11](#) on Sat, 19 Jul 2008 18:12:45 GMT
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You can skip the .00 behind barrel.00 etc (they are only necessary if you make other LOD's of your model barrel.01 etc)

What you have to do is animate you model. Click the animate button and make a nice rotation (I

can explain how to animate if needed)

Subject: Re: Weapon offset

Posted by [Darknes2](#) on Sat, 19 Jul 2008 18:26:38 GMT

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well i DID animate it but more importantly atm is why do they only shoot the way they are facing, they dont aim at ALL.... arent the turret and barrel and muzzle supposed to b attached to each other?

muzzle to barrel and barrel to turret?

Subject: Re: Weapon offset

Posted by [Reaver11](#) on Sat, 19 Jul 2008 21:14:22 GMT

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This is the way how everything should be attached (this is of a vehicle but turrets work the same)

(from tutorial at renhelp -> <http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=59>)

What is the base preset you used to make the tower? Did you set the turret tilt rate and turret tilt max etc (check a mediumtank what to fill in)

In the same 'settings tab' there is located a tab called 'animation' fill in the animation name there

For example in the cnc_gdi_orca it is ->

V_GDI_ORCA.V_GDI_ORCA (the name of your original file say prismtower.w3d -> then it is prismtower.prismtower)

I hope all will work then

Subject: Re: Weapon offset

Posted by [Darknes2](#) on Sat, 19 Jul 2008 21:45:37 GMT

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well the animation works now but.... they stil l dont aim and NOW since i chanmges the weap on tilt and stuff's settings they dont fire at you always and when they do you have to b farther than 15 meters from them

Subject: Re: Weapon offset
Posted by [Reaver11](#) on Sun, 20 Jul 2008 10:37:03 GMT
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Hmmm weird, Well what you can do is this -> Select the turret preset Temp or add it. Then change the model to your prismetower, change the ids names (so it isnt named turret :0), then fill in the animation and weapons and try that.

If that doesnt works then there is probably something wrong in the gmax file (which I will need to see a screenie how it is linked and just a regular view)

Subject: Re: Weapon offset
Posted by [Darknes2](#) on Mon, 21 Jul 2008 15:20:45 GMT
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i tried that and it dont work so heres a ss of it in gmax

Subject: Re: Weapon offset
Posted by [Reaver11](#) on Tue, 22 Jul 2008 14:10:06 GMT
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Can you give me a ss of the "Selected objects view" With the check box of displaysubtree marked.

(I know I showed you this before but im wondering if the tower is linked properly because as I see it now it isnt)

Example ss ->

Subject: Re: Weapon offset
Posted by [Darknes2](#) on Tue, 22 Jul 2008 15:09:48 GMT
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wtf? i did xref to the onjs and its not linked?

Subject: Re: Weapon offset
Posted by [Reaver11](#) on Wed, 23 Jul 2008 11:25:45 GMT

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Just to be sure now these are the link buttons ->

Select the object you want to link to another object and press the link button. Then click on the object you want to have it linked to. (always check in your subtree if it worked out)

I hope you can get it fixed now

Subject: Re: Weapon offset
Posted by [Darknes2](#) on Wed, 23 Jul 2008 15:40:06 GMT
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thnx, it works

you really helped me a lot ill put ur name in the credits ;0

heres the release of my map
<http://darkworld.dsgaming.us/viewtopic.php?f=25&t=451>

Subject: Re: Weapon offset
Posted by [Reaver11](#) on Wed, 23 Jul 2008 21:36:17 GMT
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No problem if you need help again just find me on the forums

Ty for putting me in your readme

Subject: Re: Weapon offset
Posted by [Genesis2001](#) on Wed, 23 Jul 2008 21:48:04 GMT
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I'd be very curious to see an AR member see this topic

O.o

lol

`Zack

Subject: Re: Weapon offset

Posted by [Darknes2](#) on Thu, 24 Jul 2008 16:57:42 GMT

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Well hey they cant get too mad im not making a mod my self its just a cool map, and i made the model myself modeled it from looking at a ra2 anim for 2 houres.

plus its form 2 years ago, i didnt start on it recently. just finished it recently
