Subject: Orca Vtol Trails
Posted by LiL KiLLa on Sun, 08 Feb 2009 18:18:31 GMT
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how can we use it online??

Subject: Re: Orca Vtol Trails
Posted by Jerad2142 on Sun, 08 Feb 2009 18:40:32 GMT
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Beings the pic says it doesn't work on-line I'd assume its done by editing objects.dbs.

Subject: Re: Orca Vtol Trails
Posted by R315r4z0r on Sun, 08 Feb 2009 19:10:52 GMT
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I'd consider that a cheat if it was used online...

Subject: Re: Orca Vtol Trails
Posted by Jerad2142 on Sun, 08 Feb 2009 19:26:36 GMT
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R315r4z0r wrote on Sun, 08 February 2009 12:10I'd consider that a cheat if it was used online...
OMG STFU lol.
It wouldn't be, because the trails won't draw unless the bounding box is visible, so it would still be hidden.

Subject: Re: Orca Vtol Trails
Posted by Di3HardNL on Sun, 08 Feb 2009 19:31:13 GMT
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I tried editing objects.ddb before to do this, I changed the namepath of the orca to v_Di3_orca orsomething.

Result was that it worked in LAN but in Multiplayer Internet I got the original vehicle again

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Subject: Re: Orca Vtol Trails
Posted by LiL KiLLa on Mon, 09 Feb 2009 19:36:29 GMT

no way?

Subject: Re: Orca Vtol Trails
Posted by Genesis2001 on Mon, 09 Feb 2009 20:11:06 GMT

Jerad Gray wrote on Sun, 08 February 2009 12:26R315r4z0r wrote on Sun, 08 February 2009 12:10I'd consider that a cheat if it was used online...
OMG STFU lol.
It wouldn't be, because the trails won't draw unless the bounding box is visible, so it would still be hidden.

Also, not to add fuel to the fire... but the orca's sound already gives a far more advance warning than a visual of it's coming...

Subject: Re: Orca Vtol Trails
Posted by Gen_Blacky on Tue, 10 Feb 2009 00:44:22 GMT

im reboning a orca with the fans spinning, i think it will be cool

Subject: Re: Orca Vtol Trails
Posted by R315r4z0r on Tue, 10 Feb 2009 01:01:54 GMT

Jerad Gray wrote on Sun, 08 February 2009 14:26R315r4z0r wrote on Sun, 08 February 2009 12:10I'd consider that a cheat if it was used online...
OMG STFU lol.
It wouldn't be, because the trails won't draw unless the bounding box is visible, so it would still be hidden.
1. I never said it was a bad cheat. I just said I would consider it as one.

2. I don't think you are correct about that world box thing. You can even see so in the image in the first post.. the trail is like twice as long as the Orca itself...

Don't get me wrong, I think it looks cool. I just said I would consider it a cheat.

Subject: Re: Orca Vtol Trails
Posted by Gen_Blacky on Tue, 10 Feb 2009 01:35:52 GMT

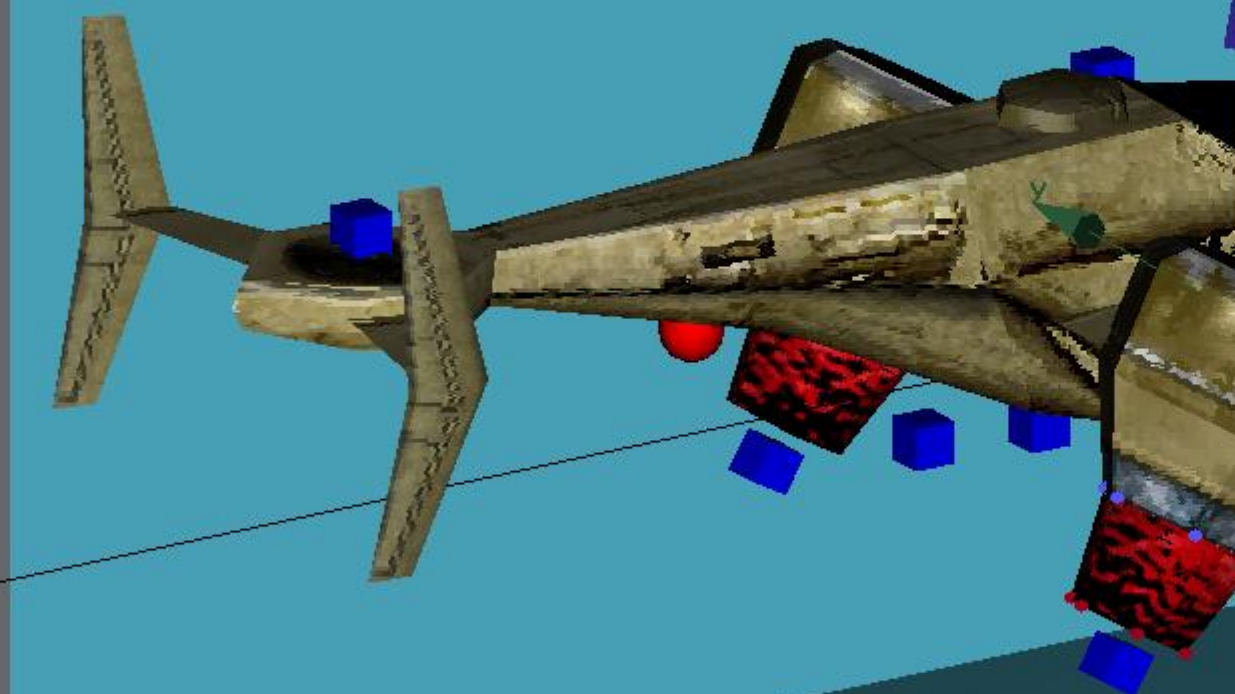I actually have a question sorry for high hijacking your topic.

Do you guys know if the engine flame is animated or wwskined

File Attachments
1) orca.JPG, downloaded 478 times

File   Edit   Tools   Group   Views   Create   Modifiers   Animation   Graph Editors   Customize   MAXScript   Help

All   View   X   Y   Z   zx

User

Subject: Re: Orca Vtol Trails
Posted by Di3HardNL on Tue, 10 Feb 2009 07:39:28 GMT
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The only thing i did when i added those fire emitters was adding 2 emitter boxes ;o

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