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Subject: Flying Vehicals Stick To Flight Roof  
Posted by [Sanada78](#) on Wed, 23 Apr 2003 00:04:12 GMT  
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I've just tested my map in Ren but I noticed that when I reach the flight roof the vehicle sticks to it. The vehicle cannot be moved and sometimes you can't even get out of it. I have the collision settings "Vehicle" and "Physical" set.

Also my water effect doesn't seem to work. In RenX you can select the Transparency, Opacity etc of the water texture in the texture settings but it doesn't seem to do anything. Please help

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Subject: Flying Vehicals Stick To Flight Roof  
Posted by [maytridy](#) on Wed, 23 Apr 2003 00:09:57 GMT  
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You must set the texture with the opacity to alpha blend in the shader tab.

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Subject: Flying Vehicals Stick To Flight Roof  
Posted by [JRPereira](#) on Wed, 23 Apr 2003 00:11:11 GMT  
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Try setting the flight roof for just vehicle (even if that doesn't work, it will prevent you from walking on the flight roof if your vehicle gets blown up).

As for the water effect, where are you setting the opacity? and are you changing the blending mode to alpha blend? Does it show up in the editor and just not take effect ingame?

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Subject: Flying Vehicals Stick To Flight Roof  
Posted by [Madtone](#) on Wed, 23 Apr 2003 00:11:30 GMT  
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maytridy, get on MSN.....

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Subject: Flying Vehicals Stick To Flight Roof  
Posted by [Nightma13](#) on Wed, 23 Apr 2003 09:19:12 GMT  
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rotate your flight roof

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Subject: Flying Vehicals Stick To Flight Roof

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Posted by [fragger56](#) on Wed, 23 Apr 2003 09:51:31 GMT

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flip youre flight roof you probably have it setup so the mesh is facing up and the vehicile is going into it backwards so flip it over that should fix it for the water i have no idea

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Subject: Flying Vehicals Stick To Flight Roof

Posted by [Sir Phoenixx](#) on Wed, 23 Apr 2003 12:09:05 GMT

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fragger56flip youre flight roof you probably have it setup so the mesh is facing up and the vehicile is going into it backwards so flip it over that should fix it for the water i have no idea

Flip Normals (I think that's it...)

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Subject: Flying Vehicals Stick To Flight Roof

Posted by [snipefrag](#) on Wed, 23 Apr 2003 15:24:23 GMT

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My brother (halo38) had this problem with his new map C&C\_Bio\_Flying.mix which is in testing i think he sorted it out but i will ask him.

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Subject: Flying Vehicals Stick To Flight Roof

Posted by [maytridy](#) on Wed, 23 Apr 2003 20:50:12 GMT

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hey, i didnt know that Halo was ur bro.....now i do.

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Subject: Flying Vehicals Stick To Flight Roof

Posted by [Sanada78](#) on Thu, 24 Apr 2003 02:06:37 GMT

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Thanks for the help, I having to completely redo the flight roof as well as the bases, you can sneakily get onto the map perimeter wall. Got to get that sorted.

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