
Subject: Flyable Comanche?....

Posted by [tarsonis9](#) on Wed, 07 May 2003 02:46:42 GMT

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Anyone here who knows cinematic scripting, is it possible to make a comanche flyable, and not simply attach it to a bone of another vehicle? (what I mean is, make it so you can fly the comanche, use its weapons, stuff like that, not attach it to a bone of a flying vehicle that's invisible so that it appears that you are flying a comanche)

Thanks for any help

- tarsonis9

Subject: Re: Flyable Comanche?....

Posted by [Sir Phoenixx](#) on Wed, 07 May 2003 02:50:30 GMT

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tarsonis9 Anyone here who knows cinematic scripting, is it possible to make a comanche flyable, and not simply attach it to a bone of another vehicle? (what I mean is, make it so you can fly the comanche, use its weapons, stuff like that, not attach it to a bone of a flying vehicle that's invisible so that it appears that you are flying a comanche)

Thanks for any help

- tarsonis9

Um, use the apache bones, merge the comanche mesh and create a new VTOL vehicle...

Subject: ..

Posted by [tarsonis9](#) on Wed, 07 May 2003 02:51:40 GMT

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no modeling experience what so ever here. I want along the lines of a cinematic script

Subject: Re: ..

Posted by [Sir Phoenixx](#) on Wed, 07 May 2003 03:07:20 GMT

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tarsonis9 no modeling experience what so ever here. I want along the lines of a cinematic script

No modeling experience needed at all to attach a model that is already complete and fully textured to existing bones. All you have to do is attach the bones to the right pieces and it's finished. Then set it's settings in Commando.

Subject: Flyable Comanche?....

Posted by [\[REHT\]Spirit](#) on Wed, 07 May 2003 13:25:42 GMT

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You can use the script M00_Enable_Transition (just like M00_Disable_Transition), however the comanche may not be set up properly on its own. You might have to use the Commando/Level Editor in order to get it working well.

Subject: Flyable Comanche?....

Posted by [OrcaPilot26](#) on Wed, 07 May 2003 18:21:11 GMT

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You don't need to do anything in gmax at all, It's all in leveledit, I'm pretty sure there's a tutorial in RenHelp: <http://modx.renevo.com/RenHelp1.9.zip> , it's for the A-10 but it'll work on the Comanche
