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Subject: one easy ?

Posted by --oo00o00oo-- on Sat, 01 Nov 2003 09:48:58 GMT

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how do i implement recon bikes into my map? i did a search and i couldnt find what i was looking for. all i found were conversations with the word bike in it.

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Posted by [Adavanze](#) on Sat, 01 Nov 2003 10:45:03 GMT

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Go to global settings and then purchase settings on level edit.

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Subject: one easy ?

Posted by --oo00o00oo-- on Sat, 01 Nov 2003 11:22:37 GMT

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k im a third of the way there. i got the nod recon bike in but dont have the corrcct hud image, just used a test one. and im guessing i just use the nod recon bike model with a different textue on it for gdi. also it works in .pkg format and not .mix

so now one question has turned into 5...

- 1) where do i find the hud textures for when you are purchasing the bikes for both teams?
- 2) am i correct on using the same model with a different texture on it for gdi?
- 3) where would i find the texture for the gdi recon bike?
- 4) how do i edit the setting of the recon bike (rate of fire, speed, armor, things of that nature)?
- 5) once all of this is done, how do i get it to work in a .mix format?

ty for the help i have recieved and any further help.

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Subject: one easy ?

Posted by [Aircraftkiller](#) on Sat, 01 Nov 2003 15:21:34 GMT

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No, you just don't use a "GDI Recon Bike" because it doesn't work.

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