Subject: Re: Bone rotation
Posted by Veyrdite on Sun, 03 Feb 2008 05:19:30 GMT

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There must be some way of extracting the data from the game engine. In fact I believe someone's made a cheat that attaches an AI cannon to the underside of an Apache.
Renegade all-ready has options for pitch and roll, so I'm guessing you are limiting it depending on the speed? Well then ask JonWil as he has modified LE and should be able to show you. Not as in where the options can be modified inside le, but how to edit the preset's settings in game as the speed increases/decreases.

EDIT: Renitbusters dead! nooooooooooooo
sobs to self
How far did you get in it?
And has Zelda Ocarina Of Time (Legend Of Renegade) been abandoned?