
Subject: Re: Intro + Some Questions

Posted by [Altzan](#) on Thu, 09 Oct 2008 13:17:50 GMT

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I knew it was a BSOD, I just didn't want to call it that because "bluescreened itself to **** and back" seemed more appropriate

Also, I deleted the hovercraft because it was hard to see where I was flying it and it wouldn't hold up the vehicles I put on it (which was my original intention). But here's some quick instruction on how to set it up:

Open the GDI_Vehicle_Hovercraft preset. Goto physics, copy the model path it uses.

Make a temp of GDI Orca (or Apache, but I think Orca's better because you do not have to copy its Encyclopedia ID value, which controls the viewpoint).

Name the temp something like GDI_Hovercraft_Player

Change its model path to the one you copied

Go to transitions and edit the transitions to allow players to enter/exit the hovercraft

That's pretty much all I had to do to get it working.
