Nod bike cointains only a dummy animation.
And Nod light tank is missing a skeleton file.

Quote:
Session Start (AIM - SeaManRA2SW:Aircraftkiller): Wed May 26 10:37:22 2004
[10] Commando: Hey.. so.. you want to know how to add things like blood stains ,vehicle lights and such?
[10] Aircraftkiller: Yeah, and I also want you to stop bullshitting, stop whining, and start getting this shit done
[10] Aircraftkiller: It's way too fn late in Renegade's development for a new "mod" to spend its time on gimmicks and complaints, get the shit done before everyone moves on to another engine
[10] Aircraftkiller: Explain the stuff now, I have 15 minutes before I go to sleep
[10] Commando: Blood: Edit surfaceeffects.ini and add following to [Flesh_Bullet
 Sound0=Flesh_Ricochet_Sounds_Twiddler
 Emitter0=e_flesh1
 Emitter1=e_flesh2
 Decal0=bloodtexture.tga
 DecalSize=0.5
 DecalSizeRandom=0.25
[10] Aircraftkiller: And the lights?
[10] Commando: Vehicle lights: Edit dazzle.ini and copy and paste settings from REN_BLINKLIGHT_WHITE REN_BLINKLIGHT_RED to their corresponding REN_HEADLIGHT and REN_BRAKELIGHT entries
[10] Aircraftkiller: And that's it?
[10] Commando: yes
[10] Aircraftkiller: And what happens then?
[10] Aircraftkiller: How does the engine know where to place the lights?
[10] Commando: to use them, your vehicle model must have bones with headlight and taillight names and REN_HEADLIGHT and REN_BRAKELIGHT dazzle setting in W3d options
[10] Commando: link the bones to vehicle chassis
[10] Aircraftkiller: And the lights work now, get in and the headlights turn on, stop and the brakes flash?
[10] Commando: should be
[10] Aircraftkiller: What else is there that you're hiding?
[10] Commando: I recommend using planes.. boxes might cause the lights appear inside the body or not be visible at all
[10] Commando: Music Box: A self-destructing dummy object is placed on the map which spawns every X minutes which has twiddler set up as the explosion sound
[10] Aircraftkiller: pretty useless
[10] Commando: Orca flame: Remove the animation from its preset settings
[10] Commando: and change FlameLength to 2
[10] Aircraftkiller: Don't need it
[10] Commando: you can use it for something else... MiG jet engine, smoke exhaust

[10] Aircraftkiller: Not using a jet.
[10] Commando: SAM Site: Animate the SAM like in buildings.zip> b_samsite
[10] Aircraftkiller: Already knew about that, not useful for Red Alert
[10] Commando: Dodge and vehicle mouse steering are done by editing the defaultconfig.cfg file
[10] Aircraftkiller: Dodge is pretty useless, so is vehicle mouse steering.
[10] Aircraftkiller: How about you figure out something useful like extending the range of the radar, or enabling the radar zoom in\out in the input.ini configuration?
[10] Commando: Silent Kane
[10] Aircraftkiller: He doesn't know where those functions are.
[11] Commando: exe need be edited
[11] Commando: editing the presets don't change anything
[11] Aircraftkiller: What else?
[11] Commando: Well... that is pretty much everything I remember
[11] Aircraftkiller: Not much of an exchange for those few models that actually work.
[11] Commando: oh...
[11] Aircraftkiller: Now you see why I didn't feel like releasing them to the public?
[11] Commando: Multiple vehicle weapons: Change Keynumber to something else than 0
[11] Aircraftkiller: You need to get your shit together because in the two years, or more, that you'll take to develop this "Commando" thing, most likely the game will be dead, or everyone will be playing RA who were playing Renegade before
[11] Aircraftkiller: How/
[11] Aircraftkiller: That's actually useful
[11] Commando: well.. set the two weapons as usual
[11] Commando: primary weapon should have Keynumber 1
[11] Commando: secondary should have key 2
[11] Aircraftkiller: Don't know what the hell you're talking about for key numbers
[11] Commando: um... that's the setting in weapon preset
[11] Commando: by that you toggle weapons by pressing 1 and 2
[11] Aircraftkiller: What about additional barrel bones?
[11] Commando: much like pressing 0 would select a beacon
[11] Commando: the key is Attach_turret script
[11] Aircraftkiller: I want an additional barrel bone for the Mammoth Tank so the Tusk box launchers rotate up and down to counter aircraft threats
[11] Commando: not possible
[11] Commando: or you could make them move along with the barrels
[11] Commando: I belive that there is a special logic attached to object that is called B_WIRE.w3d
[11] Commando: and that's chain link fence
[11] Aircraftkiller: What logic?
[11] Aircraftkiller: and where is b_wire.w3d? I've never seen it in a W3D format
[11] Commando: it is mentioned in game code
[11] Aircraftkiller: Where?
[11] Aircraftkiller: And is the object in the game files or not?
[11] Commando: it doesn't exist
[11] *** Aircraftkiller has received Clipboard02.jpg.
[11] *** Aircraftkiller signed off at Wed May 26 11:13:26 2004.
Session Close (Aircraftkiller): Wed May 26 11:13:32 2004