Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sat, 20 Apr 2002 13:37:00 GMT
View Forum Message <> Reply to Message

if this goes down, who will answer?

Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sat, 20 Apr 2002 13:58:00 GMT
View Forum Message <> Reply to Message

I got this thing called mobile turret and it doesnt work at all it does nuthing at all its funny why do people make things that dont work????

Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sat, 20 Apr 2002 14:06:00 GMT
View Forum Message <> Reply to Message

Well, it does work - you get the Mobile Arty with the Turret on its cannon. The Turret is a normally working one - it shootsfor itself - unlike the enplacements. To emplace pernamently an emplacement, do this:1. Take the arty to the place where you want the mobile emplacement or whatever.2.Make the cannon point at the ground from back of your Arty.3.Ya Engie? Hopefully yes - C4 the Arty, and go boom! The Turret or whatever else will stay. (4. If it's an emplacement which will be empty then enter it from where it touches the ground.)Ain't it simple?

Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sat, 20 Apr 2002 14:11:00 GMT
View Forum Message <> Reply to Message

Use -1000 Destroy_Object   #Make the # to same as the mobile artillery, this will make it so you can drive the mobile turrent for a while, but so you cna't use it to attack, just deffence. Whent he mobile aritllery explodes, the turrent will hover there. And make sure the mobile artillery and turrent are suing a different ID.I made a script mod befor mod toosl came out doing this.. And 1300 frames will make it so you can get the mobile artillery about half-way up the hill on feild.

Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sat, 20 Apr 2002 14:43:00 GMT
View Forum Message <> Reply to Message

is there a a way toremove parts of cubes to make a tunnel/trenchalso is there a way to connect mutliple planesfinnal is there a way to "freeze" part of a plane so it stays level while you make the other part hillsthanks

---

Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sat, 20 Apr 2002 14:44:00 GMT
View Forum Message <> Reply to Message

OH yeah how do you get the ground to be tiberiumOH OH YEAH how do you make the harvester's route in level edit(vechiles too plz)

Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sat, 20 Apr 2002 14:46:00 GMT
View Forum Message <> Reply to Message

Opps one more is there a way to make veichle walls to prevent tanks from going in infantry tunnels and orcas from going over mountains

---

Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sat, 20 Apr 2002 14:47:00 GMT
View Forum Message <> Reply to Message

lol these are my 101 102 103 104 posts

Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sat, 20 Apr 2002 14:49:00 GMT
View Forum Message <> Reply to Message

ugh.... to make parts of a plane higher while rest are low, do this:1. Right click on the plane. go convert to -> and select convert to editable mesh.2. on the right hand side click on the red square3. now select the move tool4. on the z axis move it up/down.moving it down u can get a trench, moving it up u get a hill.look at eqvalisers tutorial, you obviously havent read it.ps. if you want random hills/trenches use the noise function (search back like 4-10 pages on the forum for my topic on how to use it.ps2. you can also make a trench, with extrude, also search the forum for my post on how to extrude.hope this helps you

---

Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sat, 20 Apr 2002 14:53:00 GMT
View Forum Message <> Reply to Message

ive read it but moving the z down makes a slope and moves most of the plane

---

Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sat, 20 Apr 2002 14:56:00 GMT

so move the surrounding polygons closer, by moving the x and/or y axis.

Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sat, 20 Apr 2002 15:09:00 GMT

nothing on trenchs or random hills in this forum i searchedalso Harvy is dum

---

Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sat, 20 Apr 2002 16:31:00 GMT

ermmm....does nobody know?

Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sat, 20 Apr 2002 16:45:00 GMT

I get the feeling I'm being ignored

Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sat, 20 Apr 2002 18:53:00 GMT

Thanx guys i relly wnated top see it work in action! quote:he who laughs last thinks slowest

---

Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sat, 20 Apr 2002 19:08:00 GMT

yay... someone used my mod...

Subject: This has probably been asked loads of times, but...
Posted by Anonymous on Sun, 21 Apr 2002 00:42:00 GMT

How do you find textures like grass(in field) and then put them into Gmax? What file format are

---

they in? Thanx in advance