Subject: Tank traps ?
Posted by Tank on Wed, 07 Feb 2007 21:26:11 GMT
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In the single player level, Rescue & Retribution, there's a bridge, by the big waterfall, with tank traps that prevents a player driven tank from crossing. What I would like to know is is it possible to edit out those tank traps making it possible to cross the bridge in a tank rather than on foot, if this can be done what would I need and how can it be done ?

Subject: Re: Tank traps ?
Posted by Cpo64 on Wed, 07 Feb 2007 21:47:03 GMT
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You could open the level in level edit, go into the terrain instances, and remove them by un-checking them. This probably would be the easiest method. However, it would be even easier to just place a tank on the other side

Subject: Re: Tank traps ?
Posted by Jerad2142 on Wed, 07 Feb 2007 21:47:57 GMT
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Wrong, don't even try, the tank traps do not stop the vehicle, there is an invisible wall in the level (its .w3d file) itself that prevents vehicles form crossing the bridge.

Subject: Re: Tank traps ?
Posted by Canadacdn on Wed, 07 Feb 2007 21:52:43 GMT
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You could go to the "Edit" menu and make terrain selectable and delete the invisible wall.

Subject: Re: Tank traps ?
Posted by Gen_Blacky on Wed, 07 Feb 2007 22:10:35 GMT
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u can edit the phys in renx by going to collison and ummarking vecs

Subject: Re: Tank traps ?
Posted by Cpo64 on Wed, 07 Feb 2007 22:48:24 GMT
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Jerad Gray wrote on Wed, 07 February 2007 16:47Wrong, don't even try, the tank traps do not stop the vehicle, there is an invisible wall in the level (its .w3d file) itself that prevents vehicles form crossing the bridge.
Not wrong... I just wasn't very specific, I'm not even sure there is a vehicle barrier, the hogs if placed close enough would do the job just fine. But without opening up the lvl file, there isn't really any way to know. But your right, there probably is a wall, which could be removed the same way I suggested.

Subject: Re: Tank traps ?
Posted by reborn on Wed, 07 Feb 2007 23:45:40 GMT
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Just edit the physics of the vehichle (specifically the gravity) for a short period of time and you could potentially just fly over it, lol.

Subject: Re: Tank traps ?
Posted by Jerad2142 on Wed, 07 Feb 2007 23:47:45 GMT
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Reborn wrote on Wed, 07 February 2007 16:45Just edit the physics of the vehichle (specifically the gravity) for a short period of time and you could potentially just fly over it, lol.
This could actually work (but the tank could flip, save first).

Subject: Re: Tank traps ?
Posted by Tank on Thu, 08 Feb 2007 21:45:39 GMT
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Cheers for the help

Subject: Re: Tank traps ?
Posted by Veyrdite on Fri, 09 Feb 2007 06:05:05 GMT
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nah, just spawrn a mammy at the hnd or a flamer

Subject: Re: Tank traps ?
Posted by Jerad2142 on Fri, 09 Feb 2007 08:09:23 GMT
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Or mod the buggy's presets (give it a cannon and missiles, make it so you can enter it, and give it

5000 armor and enterable).