Subject: Arrows
Posted by Spyder on Tue, 13 Mar 2007 07:56:49 GMT
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How can I make the arrows that are above a pokable vehicle or PT in 3d? I had such skin once but I can't seem to find it anymore...Can someone tell me how to do it and what skin it is?

Subject: Re: Arrows
Posted by Jerad2142 on Tue, 13 Mar 2007 17:10:21 GMT
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Attach the script "JFW_Pokable_Object" to the object.

Subject: Re: Arrows
Posted by Tankkiller on Tue, 13 Mar 2007 20:26:33 GMT
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Jerad Gray wrote on Tue, 13 March 2007 11:10Attach the script "JFW_Pokable_Object" to the object.

Umm... Thats not what hes asking. He is asking how to make the pt arrows 3d. Good going.

Subject: Re: Arrows
Posted by Spyder on Wed, 14 Mar 2007 18:43:28 GMT
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Tankkiller knows what I'm talking about

What's the skin name?

Subject: Re: Arrows
Posted by Jerad2142 on Wed, 14 Mar 2007 20:16:59 GMT
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I guessed that was what he was talking about but it is simply more common for people to ask about the script.
Anyway it's "hud_obje_arrow.dds"
I saw another that could possibly be it but I'm pretty sure its this one (the other one looked like it was for the radar). If it is not this one tell me and I will give you the name of the other.

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File Attachments
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1) hud_obje_arrow.dds, downloaded 152 times

Subject: Re: Arrows
Posted by Spyder on Fri, 16 Mar 2007 07:48:14 GMT

Ok thanks, but one more question:
Do I have to change the w3d arrow object to make it look 3 dimensional?