
Subject: Orca converted to V-22

Posted by [samous](#) on Sat, 29 Nov 2008 05:03:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Could some one replace the orca with this V-22, or Osprey. The propellers work in simaller movents in real life, so it should work. Needs to be scaled, delete the bone fron ZH, and add Renegade bones.

=samous

File Attachments

1) [V22=osprey_TO_Oorca.zip](#), downloaded 146 times

Subject: Re: Could some one bone

Posted by [Scrin](#) on Sat, 29 Nov 2008 06:26:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

samous wrote on Fri, 28 November 2008 23:03 Could some one replace the orca with this V-22, or Osprey. The propellers work in simaller movents in real life, so it should work. Needs to be scaled, delete the bone fron ZH, and add Renegade bones.

=samous

rofl, not possible to change vehicles and play with them online! (only both harvesters, because its AI control)

SAMOOOUZZZZ

Subject: Re: Could some one bone

Posted by [LiL KiLLa](#) on Sat, 29 Nov 2008 15:26:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

you can also play online with other vehs Scrin o.O

Subject: Re: Could some one bone

Posted by [Scrin](#) on Sat, 29 Nov 2008 15:28:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

oh snap... ok you got me

btw, that was bad hud (low quality)

and you can use tanks online but with "zero bug"

Subject: Re: Could some one bone
Posted by [LiL KiLLa](#) on Sat, 29 Nov 2008 15:49:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

if you don't like the hud
you could release it

Subject: Re: Could some one bone
Posted by [samous](#) on Sun, 30 Nov 2008 01:42:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Will some one bone it though!?

Subject: Re: Orca converted to V-22
Posted by [samous](#) on Sun, 30 Nov 2008 23:11:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

sry to bump, but idt anyone could se this from where it was. Can some plz just change the V-22 to Renegade, preferably to an orca?

Subject: Re: Orca converted to V-22
Posted by [Gen_Blacky](#) on Sun, 30 Nov 2008 23:27:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=57>

Subject: Re: Orca converted to V-22
Posted by [samous](#) on Sun, 30 Nov 2008 23:33:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

how do i get the propellers to rotate (not the rotars) like on the orca?

EDIT: and how do i get the damadge skin working with it?
EDIT*2:And i also ask for the names of the orca 3d.

EDIT*3: can anyone plz do this for me, even with the tut, it's hard for me, i suck at modeling/boneing/anything_to_do_with_w3d-ing.

Subject: Re: Orca converted to V-22

Posted by [Reaver11](#) on Tue, 02 Dec 2008 23:27:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well here it is a boned version of the Osprey. I do not support this as a replacement for the orca.

That is why it is saved under osprey_v1. I really recommend you to not use it as such. The Osprey model is very different from the orca.

Anyways enough of that stuff here is the model

Subject: Re: Orca converted to V-22

Posted by [Altzan](#) on Wed, 03 Dec 2008 00:45:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

I GOT to use this in some of my stuffs =P

Thanks and great job dude

(PS Scrin what font were you using in that screenshot?)

Subject: Re: Orca converted to V-22

Posted by [samous](#) on Wed, 03 Dec 2008 00:49:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thank you for making it. I will change it to better suit my needs (renaming mainly, lol), but thanks still. Until the model is finished, the V-22 will not be a replacement for the orca.

EDIT: Umm, Error here:

Quote:

both those are not true, ZH did not make it!

File Attachments

1) [zhnono.jpg](#), downloaded 598 times

Modded by:
Command and conquer: Zero Hour

2) [oopszh.jpg](#), downloaded 590 times

This is the osprey from command and conquer zero hour only now it has been boned for renegade.
The credits for making this model go to their respective owner.

Subject: Re: Orca converted to V-22

Posted by [Reaver11](#) on Wed, 03 Dec 2008 09:20:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

What do you mean with "delete the bone fron ZH". (I figured you ment Zero Hour, if not what do you mean then so I can replace it in the readme) cuse I can hardly take any credits for something I didnt make -.-

Subject: Re: Orca converted to V-22

Posted by [samous](#) on Wed, 03 Dec 2008 22:46:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

there where "bones" that where in there scripted for ZH. Didn't you delete them? The files are from my 02_SamousMods.BIG file for cnc generals ZH. IDK who made it, had no author from where i got it.

Subject: Re: Orca converted to V-22

Posted by [Reaver11](#) on Wed, 03 Dec 2008 23:26:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

I deleted those bones but I would be more usefull where you got it from. (I can only put my name under modelling the thing)

New download with corrected readme.

File Attachments

1) [osprey.zip](#), downloaded 117 times
