Subject: Orca Vtol Trails

Posted by LiL KiLLa on Sun, 08 Feb 2009 18:18:31 GMT

View Forum Message <> Reply to Message

how can we use it online??

Subject: Re: Orca Vtol Trails

Posted by Jerad2142 on Sun, 08 Feb 2009 18:40:32 GMT

View Forum Message <> Reply to Message

Beings the pic says it doesn't work on-line I'd assume its done by editing objects.dbs.

Subject: Re: Orca Vtol Trails

Posted by R315r4z0r on Sun, 08 Feb 2009 19:10:52 GMT

View Forum Message <> Reply to Message

I'd consider that a cheat if it was used online...

Subject: Re: Orca Vtol Trails

Posted by Jerad2142 on Sun, 08 Feb 2009 19:26:36 GMT

View Forum Message <> Reply to Message

R315r4z0r wrote on Sun, 08 February 2009 12:10l'd consider that a cheat if it was used online... OMG STFU lol.

It wouldn't be, because the trails won't draw unless the bounding box is visible, so it would still be hidden.

Subject: Re: Orca Vtol Trails

Posted by Di3HardNL on Sun, 08 Feb 2009 19:31:13 GMT

View Forum Message <> Reply to Message

I tried editing objects.ddb before to do this, I changed the namepath of the orca to v\_Di3\_orca orsomething.

Result was that it worked in LAN but in Multiplayer Internet I got the original vehicle again

Subject: Re: Orca Vtol Trails

Posted by LiL KiLLa on Mon, 09 Feb 2009 19:36:29 GMT

no way?

Subject: Re: Orca Vtol Trails

Posted by Genesis2001 on Mon, 09 Feb 2009 20:11:06 GMT

View Forum Message <> Reply to Message

Jerad Gray wrote on Sun, 08 February 2009 12:26R315r4z0r wrote on Sun, 08 February 2009 12:10l'd consider that a cheat if it was used online...

OMG STFU lol.

It wouldn't be, because the trails won't draw unless the bounding box is visible, so it would still be hidden.

Also, not to add fuel to the fire... but the orca's sound already gives a far more advance warning than a visual of it's coming...

Subject: Re: Orca Vtol Trails

Posted by Gen\_Blacky on Tue, 10 Feb 2009 00:44:22 GMT

View Forum Message <> Reply to Message

im reboning a orca with the fans spinning, i think it will be cool

Subject: Re: Orca Vtol Trails

Posted by R315r4z0r on Tue, 10 Feb 2009 01:01:54 GMT

View Forum Message <> Reply to Message

Jerad Gray wrote on Sun, 08 February 2009 14:26R315r4z0r wrote on Sun, 08 February 2009 12:10l'd consider that a cheat if it was used online...

OMG STFU Iol.

It wouldn't be, because the trails won't draw unless the bounding box is visible, so it would still be hidden.

- 1. I never said it was a bad cheat. I just said I would consider it as one.
- 2. I don't think you are correct about that world box thing. You can even see so in the image in the first post.. the trail is like twice as long as the Orca itself...

Don't get me wrong, I think it looks cool. I just said I would consider it a cheat.

Subject: Re: Orca Vtol Trails

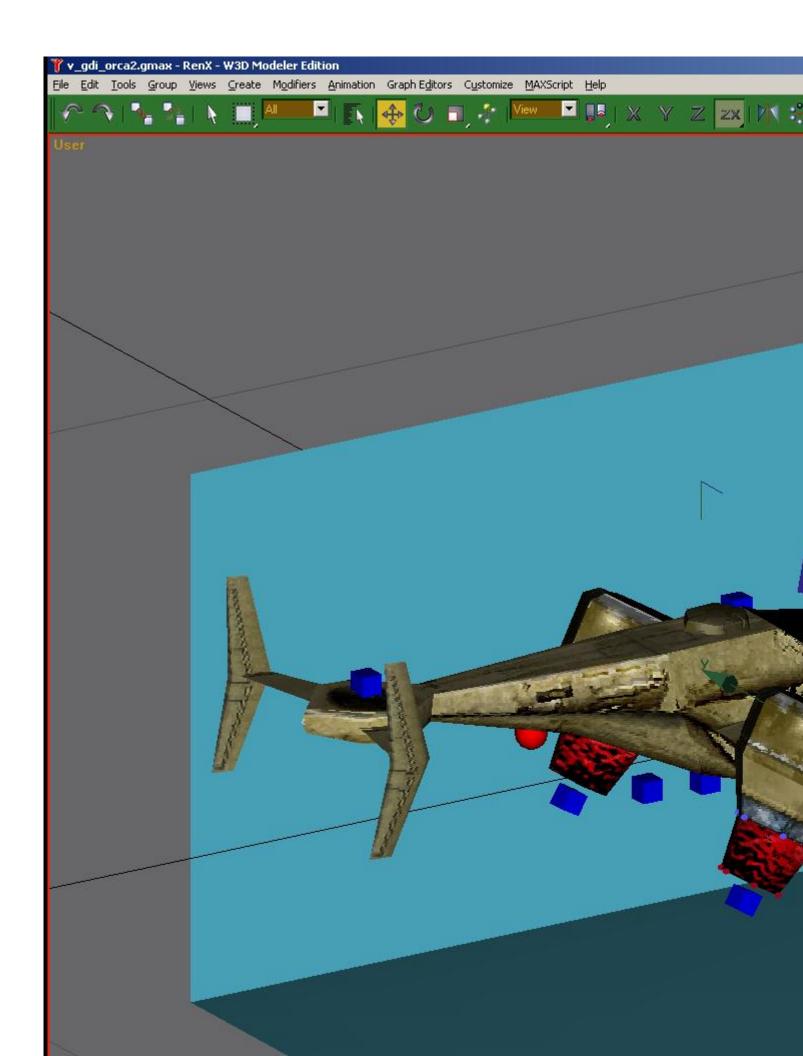
Posted by Gen\_Blacky on Tue, 10 Feb 2009 01:35:52 GMT

I actually have a question sorry for high hijacking your topic.

Do you guys know if the engine flame is animated or wwskined

## File Attachments

1) orca.JPG, downloaded 406 times



Subject: Re: Orca Vtol Trails Posted by Di3HardNL on Tue, 10 Feb 2009 07:39:28 GMT

View Forum Message <> Reply to Message

The only thing i did when i added those fire emitters was adding 2 emitter boxes ;o