
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 12:10 I'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

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

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 12:10I'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 12:10I'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.

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.

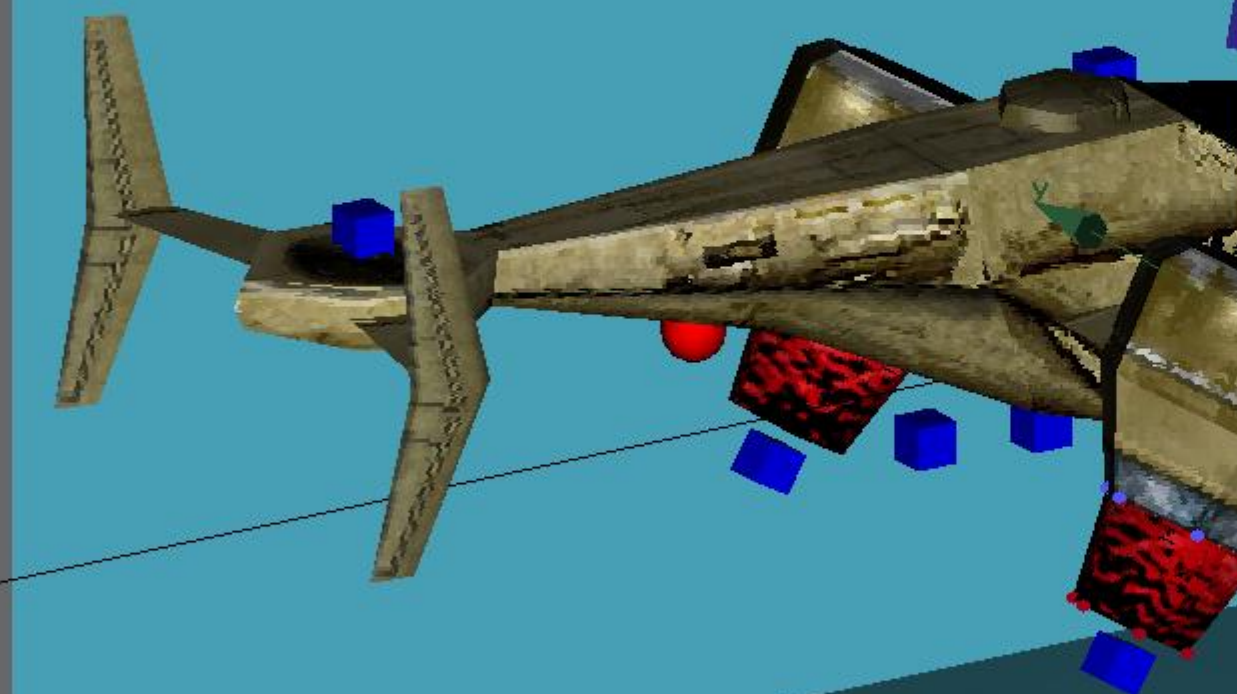
Do you guys know if the engine flame is animated or wwskined

File Attachments

1) [orca.JPG](#), downloaded 509 times



User



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
