
Subject: Need Vehicle Help

Posted by [wubwub](#) on Sat, 20 Jun 2009 15:49:51 GMT

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So i have vehicle created and what note, i think i have everything boned correctly and it works good in leveledit..

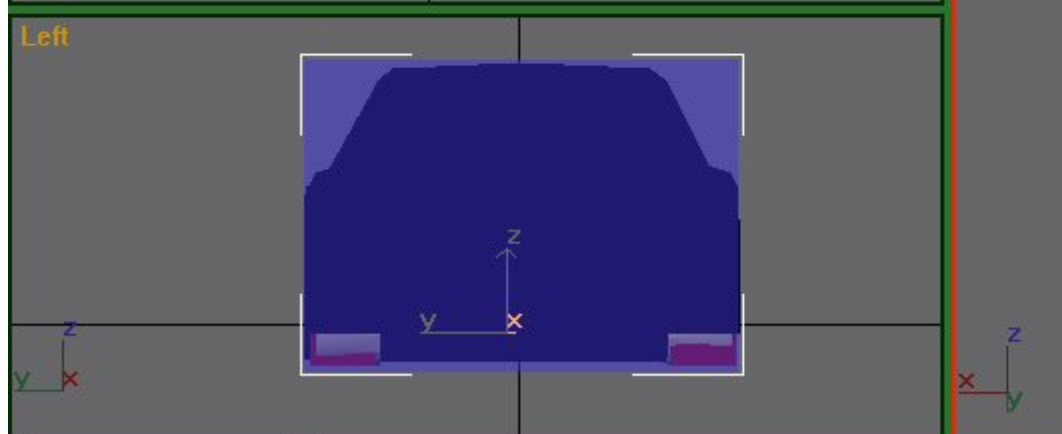
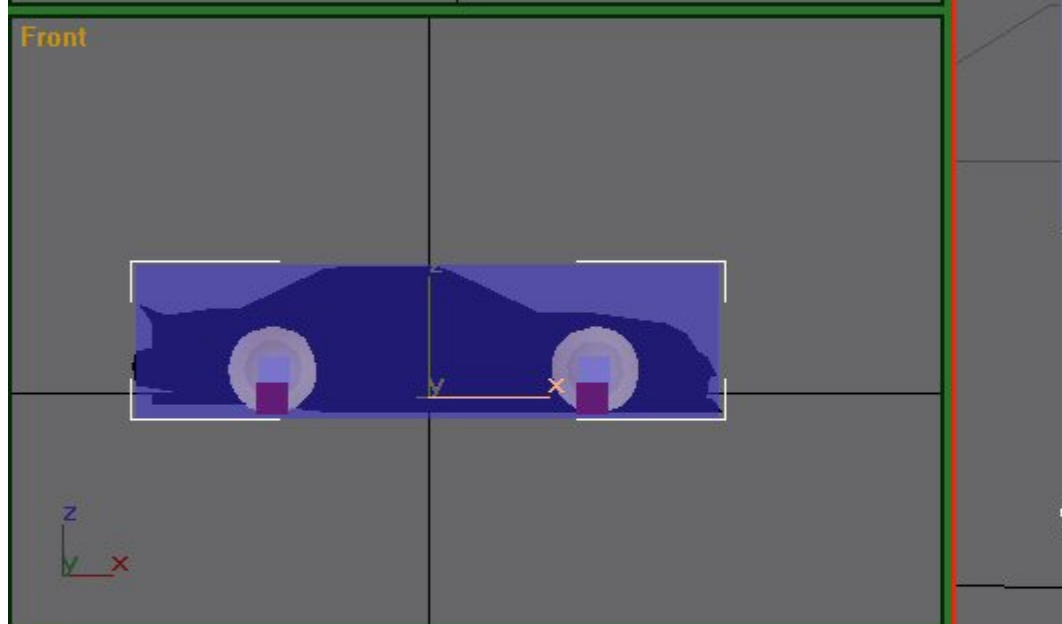
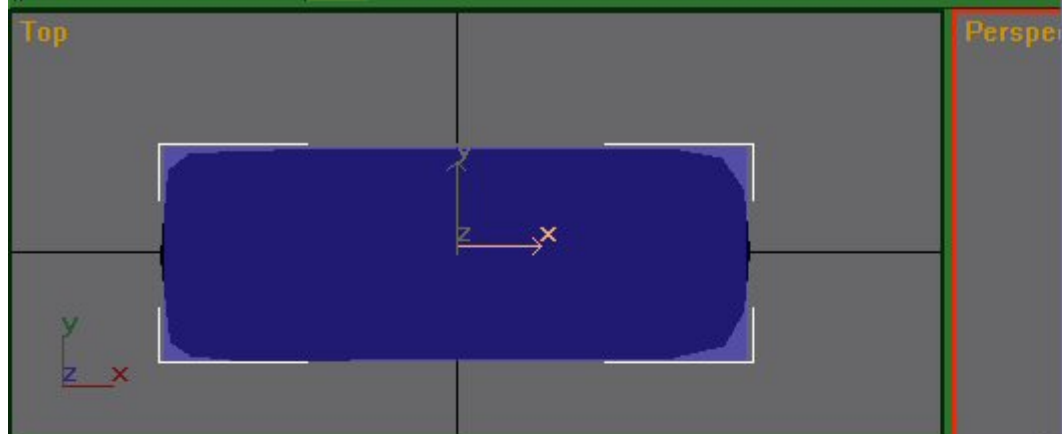
But when i save it in leveledit and try it in renegade the vehicle dosent even show up

Am i doing something wrong?

Toggle Spoiler

File Attachments

1) [dun-get-it.jpg](#), downloaded 813 times

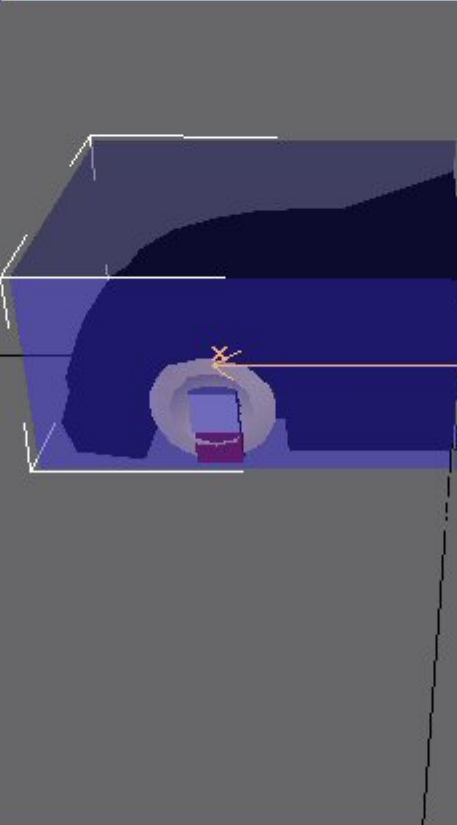


Select Objects

- Origin.00
- V_Chassis
- WheelP01S
- WheelC01S
- WheelI01
- WheelP02S
- WheelC02S
- WheelI02
- WheelP03E
- WheelC03E
- WheelI03
- WheelP04E
- WheelC04E
- WheelI04
- WorldBox.00

Buttons: All, None, Invert

Options:
☒ Display Subtree ☐ Case Sensitive
☐ Select Subtree ☐ Select Dependents



Subject: Re: Need Vehicle Help
Posted by [mr£\\$Ä-z](#) on Sat, 20 Jun 2009 15:56:52 GMT
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Are the Textures in TGA or DDS?

Subject: Re: Need Vehicle Help
Posted by [saberhawk](#) on Sat, 20 Jun 2009 17:35:10 GMT
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....

Showing up in all black does not mean not showing up.

Subject: Re: Need Vehicle Help
Posted by [ErroR](#) on Sat, 20 Jun 2009 17:39:40 GMT
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try to add the preset to the pt, or replace an vehicle.

Subject: Re: Need Vehicle Help
Posted by [wubwub](#) on Sat, 20 Jun 2009 19:02:03 GMT
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^ I havent added a preset to PT, but i have replaced a vehicle

Ive replaced Humvee-Player and when i do that it still dosnet show up -_-

Subject: Re: Need Vehicle Help
Posted by [Reaver11](#) on Sat, 20 Jun 2009 19:11:14 GMT
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Check your collision settings and make sure your P bones are exported as -> export as bone.
(see the w3d tab)

Also I see your P bons arent in the middle of your tires your should fix them up. (You will have to unlink the centerbones or they will mov with the P bones)

And it looks asif your cars front is way lower than the back of it. It looks to me you will have to rotate it a bit around the Y-ax.

Also how did you export the vehicle in Renx? You should make sure you did animation frame 1 right. (In there the vehicles suspension should look like it fell from a high place and landed)

And when you do export it look at animation frame one. (the slider should stand at 1 - 100)

Also make sure your worldbox collision and Chassis collision are set correctly. Your problem sounds asif the vehicle will appear in game but falls through the ground instantly. (not sure though)

Hope this helps.

Subject: Re: Need Vehicle Help

Posted by [wubwub](#) on Sat, 20 Jun 2009 19:23:44 GMT

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That all sounds right,

When i do start up the map (its a map ive made) i ssee it far off in the distance and it kinda flashes a bit and then disapears.

The worldbox has physical and camera collsions and the v_chassis only has projectial, is this right?

Subject: Re: Need Vehicle Help

Posted by [Reaver11](#) on Sat, 20 Jun 2009 20:06:03 GMT

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Try temping a cnc_gdi_humvee and change the model. Also make sure your map has physicalcollision. (Set your startup spawner next to your vehicle so you can see how it spawns make sure it isnt stuck in the map!)

Your worldbox does sound right and your chassis mesh is correctly set.

Subject: Re: Need Vehicle Help

Posted by [cnc95fan](#) on Sat, 20 Jun 2009 20:15:39 GMT

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Put it in a pkg file, and see if it works from there, assuming of coruse, that you copied the objects.ddb file from the level edit mod package you used.

Subject: Re: Need Vehicle Help

Posted by [wubwub](#) on Sun, 21 Jun 2009 01:09:39 GMT

ok heres what i have in level edit (i have p bones centerd, and it is animated (exported as Hierarhial[Sp?]animated frames 0-100)) etc.

Toggle Spoiler

And now heres what it looks like in game:

Toggle Spoiler

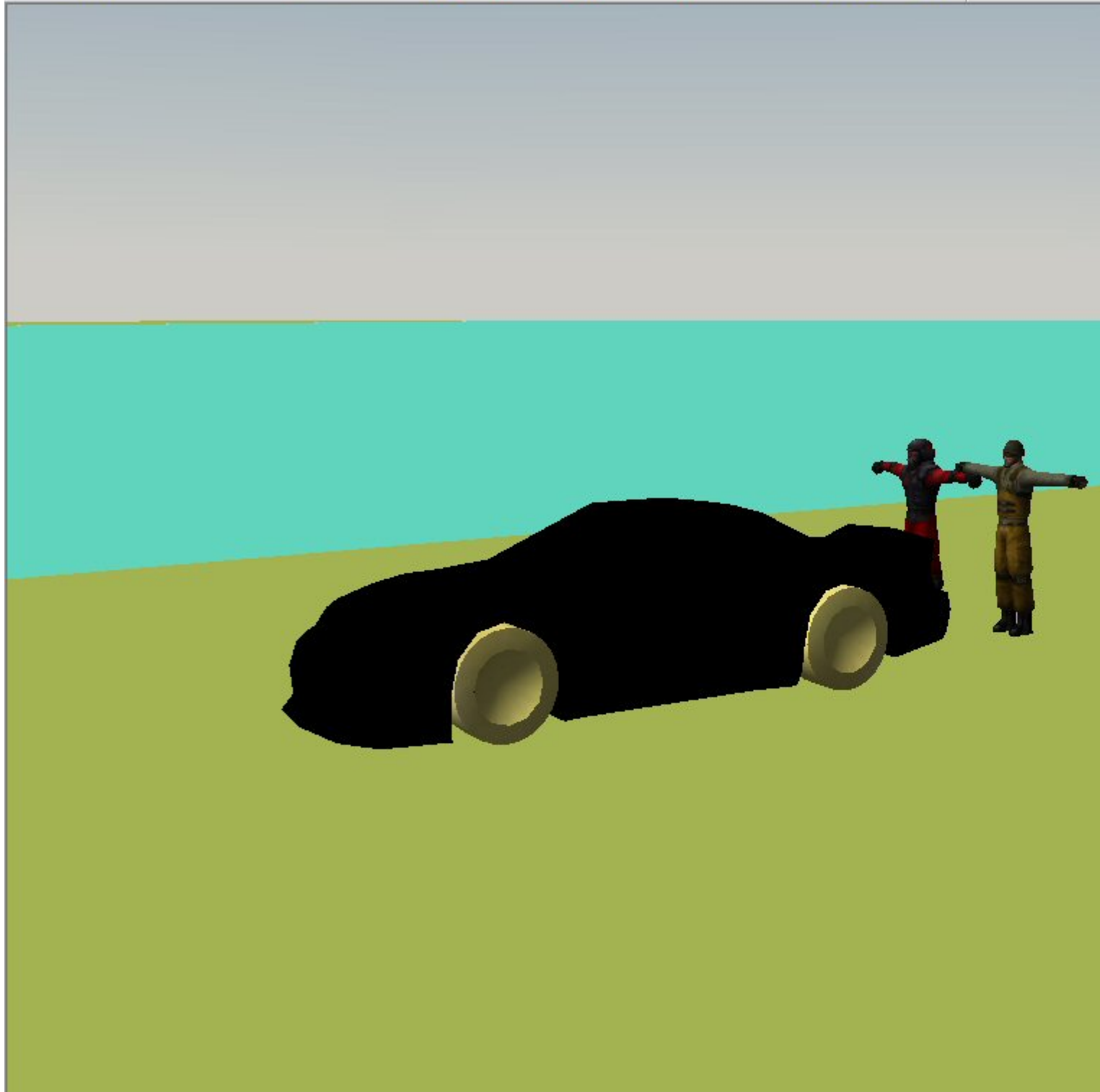
Can i ask what am i doing wrong? (this is my first map ever and yes it is nascar map, and it is my first time working with level edit aswell)

File Attachments

1) [leveledit.jpg](#), downloaded 637 times

NasCar - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Picked model: c_ag_gdi_mg

Selection set: GDI Spawner.100001 (VisObjectId = 12,).

Invalid texture size, scaling required. Texture: C:\Program Files\RenegadePublicTools\LevelEdit\NASCAR\vehicles\Brass.tga, size: 100 x 72 -> 128 x 128

Ready



StockCar.gmax - gma...

Command and Conqu...

NasCar - Commando ...

2) [Wellok.jpg](#), downloaded 619 times

The Version of player 1 is 2.980000



Subject: Re: Need Vehicle Help

Posted by [wubwub](#) on Sun, 21 Jun 2009 01:12:11 GMT

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more pics ingame:

Toggle Spoiler

File Attachments

1) [umm.jpg](#), downloaded 615 times



2) [okthen.jpg](#), downloaded 625 times



Subject: Re: Need Vehicle Help
Posted by [Reaver11](#) on Sun, 21 Jun 2009 08:48:34 GMT
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If you try moving your vehicle through the terrain in leveleditor does the boundingbox become red? Or does it always stay white?

Subject: Re: Need Vehicle Help
Posted by [wubwub](#) on Sun, 21 Jun 2009 13:54:26 GMT
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Yea, if it is above the terrain or just touching it it becomes white and if i put it through the terrain it becomes red

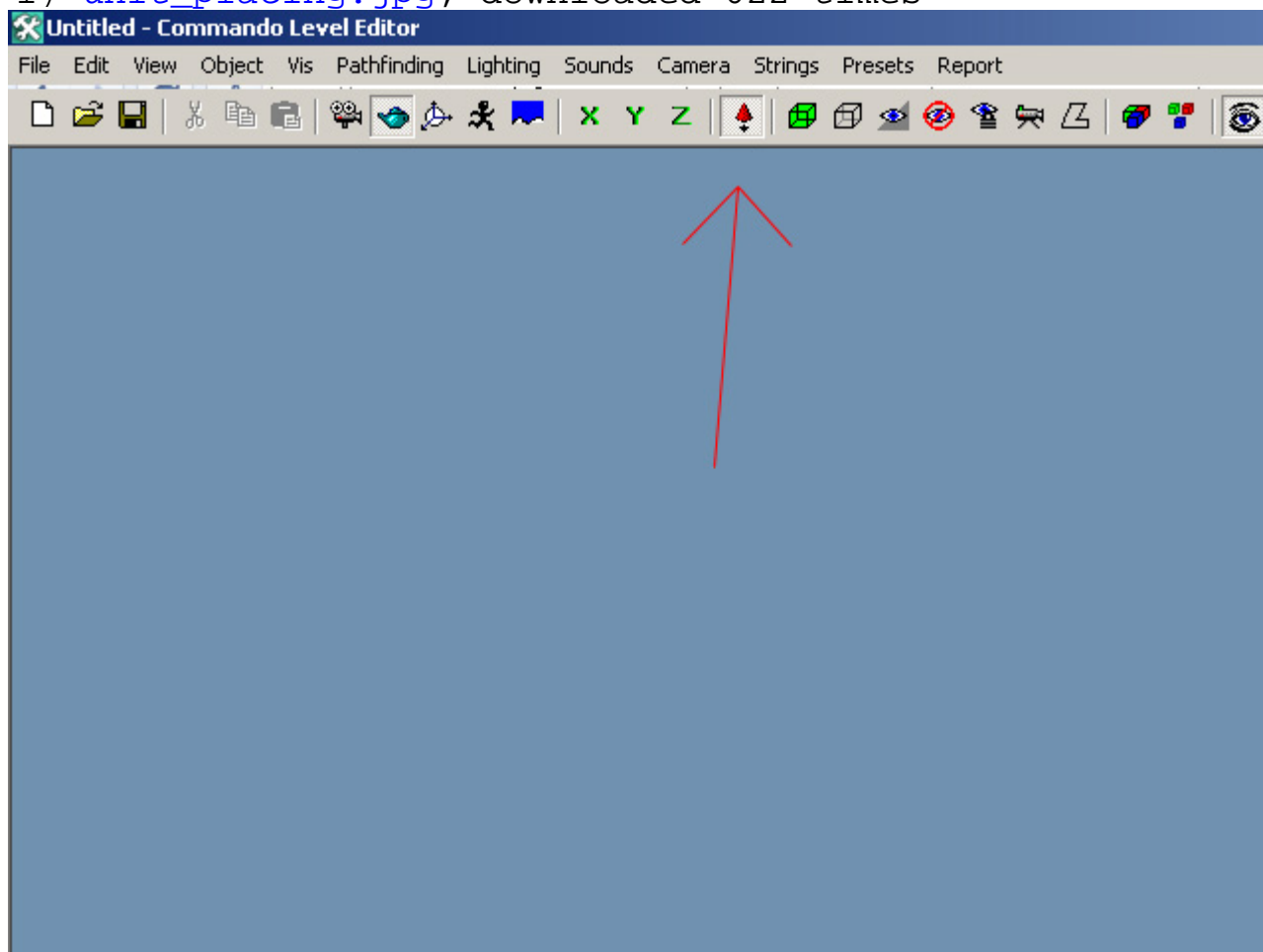
EDIT: Should i be pushing the wheels down? like it has a set spring suspension length, should i push them up a bit when i am placing it on terrain? (puting the car so low that the terrain is pushing wheels up)

Subject: Re: Need Vehicle Help
Posted by [cnc95fan](#) on Sun, 21 Jun 2009 13:57:54 GMT
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Use this when moving the vehicle..

File Attachments

1) [unit_placing.jpg](#), downloaded 622 times



Subject: Re: Need Vehicle Help

Posted by [wubwub](#) on Sun, 21 Jun 2009 14:31:21 GMT

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ok here is what it looks like when i spawn the car:

toggle spoiler

See how it has a red box, and when i click on "position at cursor" it just moves it around the terrain without getting rid of red box

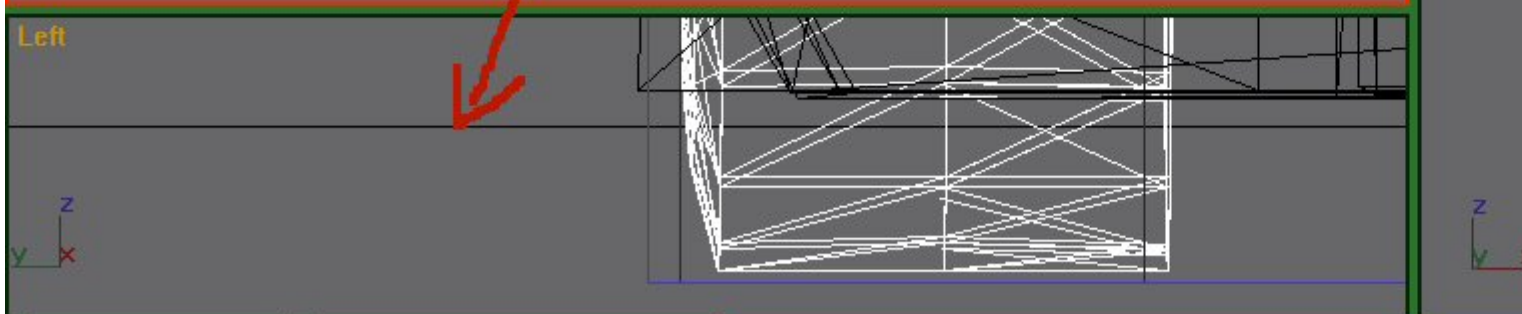
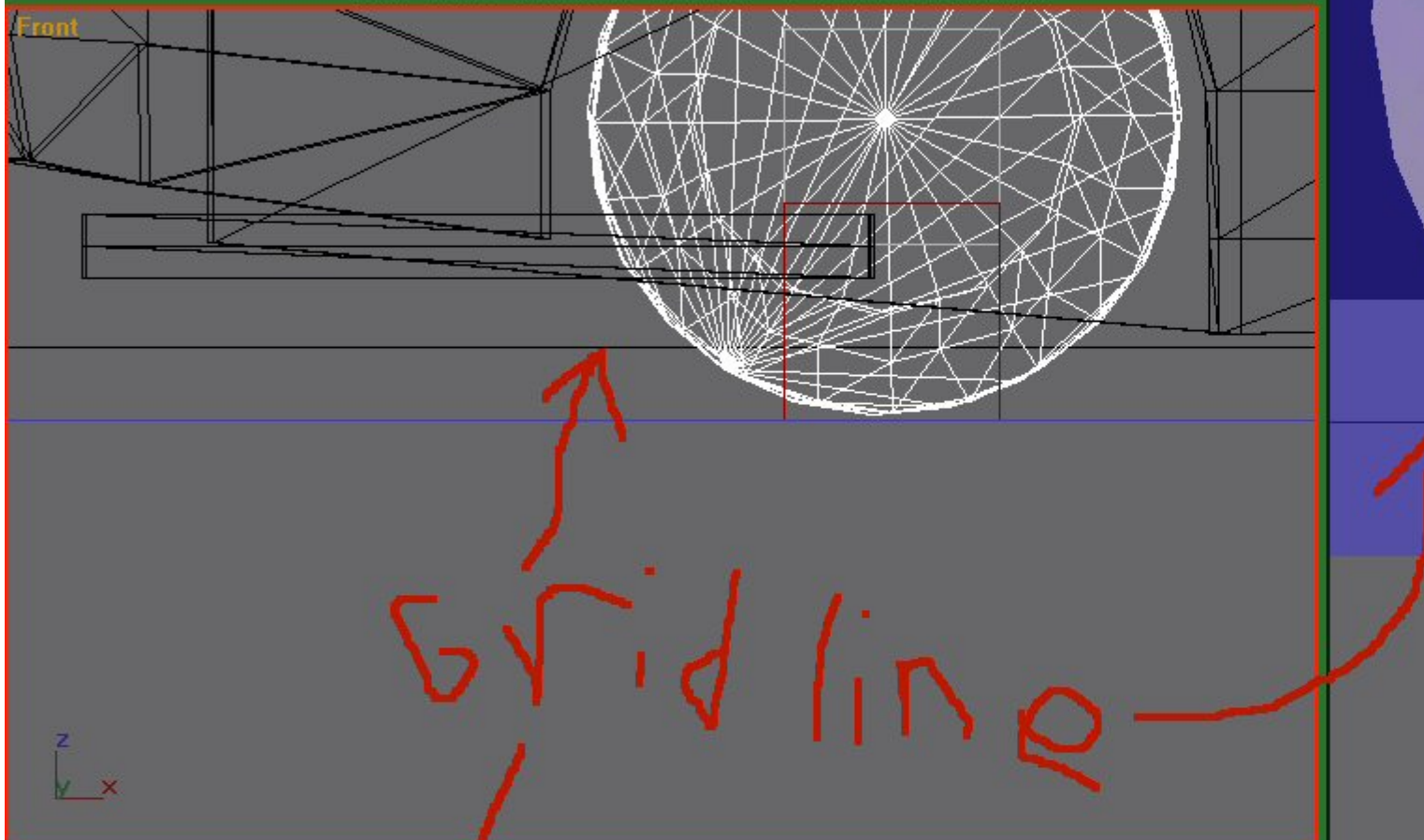
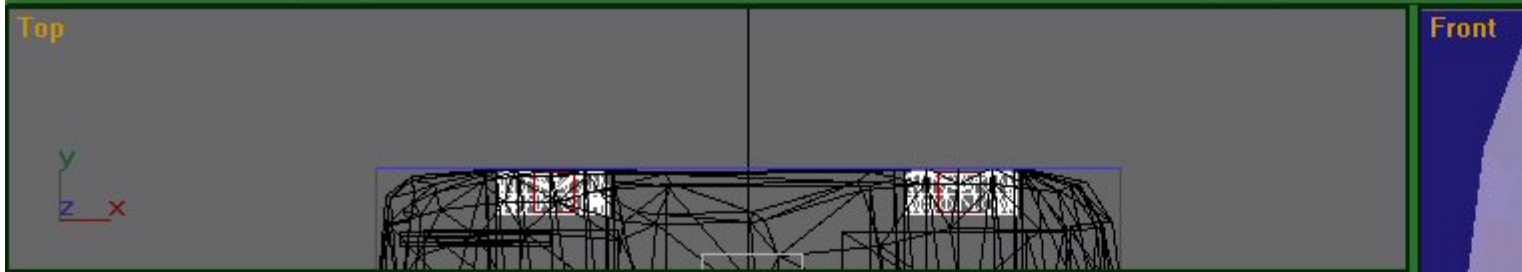
Here it is in RenX, Should it be underneath the X/Y axis grid line?:

Toggle Spoiler

the only reason i do that is becaus the tutorial said to do it

File Attachments

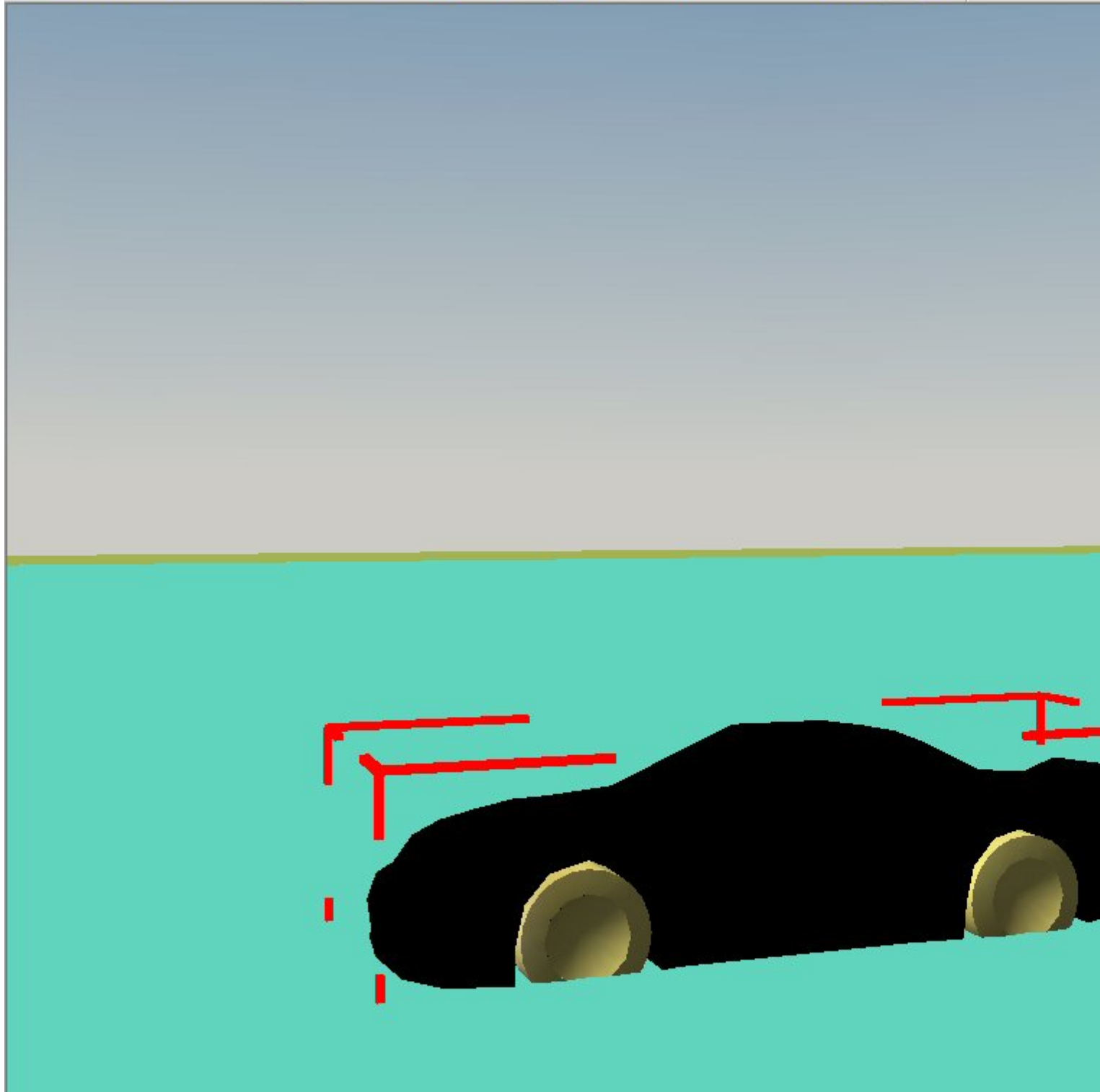
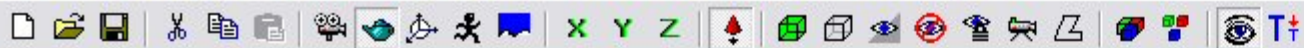
1) [is-it-right.jpg](#), downloaded 598 times



2) [hmmm.jpg](#), downloaded 598 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Picked model: STOCKCAR
Selection set: stockcar.100001 (VisObjectId = 12,).
Picked model: STOCKCAR

Ready



Command and Conqu...

Untitled - Commando ...

Subject: Re: Need Vehicle Help
Posted by [ErroR](#) on Sun, 21 Jun 2009 15:15:57 GMT
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move it up a bit using the Z then

Subject: Re: Need Vehicle Help
Posted by [wubwub](#) on Sun, 21 Jun 2009 17:28:44 GMT
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i got it figured out.

Tyvm for all your help

Subject: Re: Need Vehicle Help
Posted by [Reaver11](#) on Sun, 21 Jun 2009 22:49:39 GMT
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Also watch out with the polygron amount in your models. I dont know how much this one has but if you are intending to have more nascars it might get a bit over polied.
