
Subject: PimPen Harvy

Posted by [Good-One-Driver](#) on Thu, 05 Nov 2009 02:54:00 GMT

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

Neon Lights & exhaust fumes added

Spinners & Spoiler coming soon + Music + Addons

File Attachments

1) [harvy3232.jpg](#), downloaded 1138 times



Subject: Re: PimPen Harvy
Posted by [SSIDJTRED](#) on Thu, 05 Nov 2009 03:24:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice... how do you add lights, i know its supposed to be done in RenX or 3DS Max, can you please tell me? Unless you didnt make this

Subject: Re: PimPen Harvy

Posted by [Good-One-Driver](#) on Thu, 05 Nov 2009 03:33:45 GMT

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

SSIDJTHED wrote on Wed, 04 November 2009 21:24Nice... how do you add lights, i know its supposed to be done in RenX or 3DS Max, can you please tell me? Unless you didnt make this <http://renegadehelp.net/index.php?act=tutorial&id=8033>

Subject: Re: PimPen Harvy

Posted by [SSIDJTHED](#) on Thu, 05 Nov 2009 04:27:43 GMT

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

oh ty, why didnt i look there? O.o

Subject: Re: PimPen Harvy

Posted by [ErroR](#) on Thu, 05 Nov 2009 18:01:16 GMT

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

make the green prism bones invisible..

Subject: Re: PimPen Harvy

Posted by [Good-One-Driver](#) on Thu, 05 Nov 2009 21:41:26 GMT

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

ErroR wrote on Thu, 05 November 2009 12:01make the green prism bones invisible..

how?

Subject: Re: PimPen Harvy

Posted by [Omar007](#) on Thu, 05 Nov 2009 21:49:05 GMT

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

In GMax you have on the right a menu with a Hammer icon. In that menu you got a section W3D which has an option HIDE somewhere (underneath 'geometric bones' or w/e).

I cant give you exact name because im not sure but if you look at it, it's really obvious and you'll find it in a blink

Subject: Re: PimPen Harvy
Posted by [ErroR](#) on Fri, 06 Nov 2009 10:16:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Omar007 wrote on Thu, 05 November 2009 23:49In GMax you have on the right a menu with a Hammer icon. In that menu you got a section W3D which has an option HIDE somewhere (underneath 'geometric bones' or w/e).

I cant give you exact name because im not sure but if you look at it, it's really obvious and you'll find it in a blink
Just untick Export Geometry

Subject: Re: PimPen Harvy
Posted by [Good-One-Driver](#) on Fri, 06 Nov 2009 13:33:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok got it thanks.

but do i need to bone my harvy? cause i tryed it ingame and its like undamage able and u can walk right threw it

Subject: Re: PimPen Harvy
Posted by [Omar007](#) on Fri, 06 Nov 2009 14:29:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well you'll have to set up collisions in the W3D settings.
And be sure you have a worldbox

EDIT:

If you imported it from the W3D bones should have been imported too though. You didn't delete anything right?

Subject: Re: PimPen Harvy
Posted by [Good-One-Driver](#) on Fri, 06 Nov 2009 23:08:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

no i didnt delete nothing

Subject: Re: PimPen Harvy
Posted by [SSIDJTHED](#) on Sat, 07 Nov 2009 05:13:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

you forgot to sel collisions on the worldbox im thinking

Subject: Re: PimPen Harvy
Posted by [Omar007](#) on Sat, 07 Nov 2009 09:56:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

And on the Harvesters mesh itself if he cant damage it.

Subject: Re: PimPen Harvy
Posted by [ErroR](#) on Sat, 07 Nov 2009 13:57:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's easy to do (add collisions).

Select the harvester, the wheels or other parts that can be shot. The simply tick:

Physical

Vehicle

Projectile

(all except vis)

Now you got your collisions, you can shoot it and not walk threw it.

Tbh that looks like a simple light not neon, altho i'll take a look and try to make a better method. If the harvy doesn't have, or you want to add more damage spots (places where fire and smoke come out when it's health is low) add a DAMAGE bone, copy a green prism thing and simply rename it. If you want more damage places, then name otheres DAMAGE00, DAMAGE01, DAMAGE02 etc. but this time untick Export transform bone.

Subject: Re: PimPen Harvy
Posted by [Good-One-Driver](#) on Sat, 07 Nov 2009 16:52:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

thank you so much

Subject: Re: PimPen Harvy
Posted by [Good-One-Driver](#) on Sat, 07 Nov 2009 17:47:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok i did that and this is what happens

and there still is no damage lvl

File Attachments

1) [HARVY9999.jpg](#), downloaded 741 times



2) [HARVY99999.jpg](#), downloaded 737 times



Subject: Re: PimPen Harvy

Posted by [ErroR](#) on Sat, 07 Nov 2009 18:50:30 GMT

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

uhm, post the file. Also you have to set the boxes around the harvy in W3D Settings to OBbox and then untick Export geometry

Subject: Re: PimPen Harvy

Posted by [Good-One-Driver](#) on Sat, 07 Nov 2009 19:14:00 GMT

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

do i add damage lvl to worldbox?

Subject: Re: PimPen Harvy

Posted by [ErroR](#) on Sat, 07 Nov 2009 19:47:43 GMT

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

no

Subject: Re: PimPen Harvy

Posted by [Good-One-Driver](#) on Sun, 08 Nov 2009 05:20:12 GMT

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

not work it like invisible except the neon lights

Subject: Re: PimPen Harvy

Posted by [ErroR](#) on Sun, 08 Nov 2009 11:47:51 GMT

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

Good-One-Driver wrote on Sun, 08 November 2009 07:20not work it like invisible except the neon lights

just post the file
