Posted by Good-One-Driver on Thu, 05 Nov 2009 02:54:00 GMT
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Neon Lights & exaust fumes added

Spinners & Spoiler coming soon + Music + Addons

File Attachments
1) harvy3232.jpg, downloaded 926 times

Subject: Re: PimPen Harvy
Posted by SSIDJTHED on Thu, 05 Nov 2009 03:24:59 GMT
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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

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Subject: Re: PimPen Harvy
Posted by Good-One-Driver on Thu, 05 Nov 2009 03:33:45 GMT
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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
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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
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make the green prism bones invisible..

Subject: Re: PimPen Harvy
Posted by Good-One-Driver on Thu, 05 Nov 2009 21:41:26 GMT
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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
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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

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Subject: Re: PimPen Harvy
Posted by ErroR on Fri, 06 Nov 2009 10:16:04 GMT
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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
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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
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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
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no i didnt delete nothing

Subject: Re: PimPen Harvy
Posted by SSIDJTHED on Sat, 07 Nov 2009 05:13:17 GMT
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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
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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
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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
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thank you so much

Subject: Re: PimPen Harvy
Posted by Good-One-Driver on Sat, 07 Nov 2009 17:47:51 GMT
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ok i did that and this is what happens

and there still is no damage lvl

File Attachments

2) HARVY99999.jpg, downloaded 580 times

Subject: Re: PimPen Harvy

Posted by ErroR on Sat, 07 Nov 2009 18:50:30 GMT
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uhm, post the file. Also you have to set the boxes around the harvy in W3D Settings to OBbox and then untick []Export geometry

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Subject: Re: PimPen Harvy
Posted by Good-One-Driver on Sat, 07 Nov 2009 19:14:00 GMT
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do i add damage lvl to worldbox?

Subject: Re: PimPen Harvy
Posted by ErroR on Sat, 07 Nov 2009 19:47:43 GMT
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no

Subject: Re: PimPen Harvy
Posted by Good-One-Driver on Sun, 08 Nov 2009 05:20:12 GMT
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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
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Good-One-Driver wrote on Sun, 08 November 2009 07:20not work it like invisible except the neon lights
just post the file