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Subject: My hover tank has problems

Posted by [xpontius](#) on Sun, 28 Sep 2003 01:21:15 GMT

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For anyone that has dled the tank or might know answer to prob-

I have put hover mlrs' in my map in various locations but it seems that i have to walk around a few times before i can get in. It also takes repeated tries to get out of the tank. When that happens, ive spent countless minutes trying to get back in just to have game over. I dont know anything about the transitions stuff in the vehicle properties. O and i used the model with the medium tank settings only i replaced the weapons to mlrs rockets.

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Subject: My hover tank has problems

Posted by [Blazer](#) on Sun, 28 Sep 2003 03:23:52 GMT

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I know the problem is with your transitions, but I havn't tweaked them to know how to tell you to fix them. I know you can tweak the size of the transition zone(s)...it sounds like the ones you have need to be re-sized. Hopefully someone who has actually done this will see this post and reply. You could also hunt around the sticky thread that contains the mod and mapping tutorials for an answer. Also try using the search tool and search for "transition", it might turn up something.

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Posted by [Cpo64](#) on Sun, 28 Sep 2003 07:02:28 GMT

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It is in RenHelp,

Commando Level Editor --> Useing Vehicle Transtions

But I don't know where you can get renhelp anymore...

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Subject: My hover tank has problems

Posted by [Adavanze](#) on Sun, 28 Sep 2003 09:09:53 GMT

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Yeah, that bugs me when it happens, also try maybe increasing the worldbox size on it, but i think it is probably ok.

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Subject: My hover tank has problems

Posted by [xpontius](#) on Mon, 29 Sep 2003 03:26:49 GMT

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Alright ill try to check up on all those, im seriously trying to get a collection of ts vehicles going for my ren map based on TS type bases tech3 or 4. Any other help would be appreciated thx.

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