Subject: Help With Commanche
Posted by Cyber030 on Wed, 18 May 2005 02:47:40 GMT
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The Nod Commanche in Commando Editor has the name Nod_Commanche. I have tried many, many times to make the commanche available ingame. I have succeded, but can't seem to Enable the transition for it. I have tried everything in my mind to make it work, but I can't. Can I get help on what to do?

Subject: Help With Commanche
Posted by Obelisk on Wed, 18 May 2005 03:22:01 GMT
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Try going under the options for the orca and change the orca model to the commanche. I've done this with the a10 but i never tried it with the commanche.

Subject: Help With Commanche
Posted by Naamloos on Wed, 18 May 2005 06:56:01 GMT
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Changing the model won't work because the moving animation will get it stuck in the ground. The blades also look weird.

Subject: Help With Commanche
Posted by reborn on Wed, 18 May 2005 15:25:37 GMT
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use level edit and go to object\vehichle\Nod Vehichle\Nod Apache\CnC_Nod_Apache then hit the Mod button, the select the Physics Model tab and change the Model name to this: vehicles\nod comanche\v_ag_nod_heli.w3d then it will change the model to the comanche, this is going under the assumption that you intend to make it a objects.ddb mod and you know the rest yourself... Here is a screen shot:

Subject: Help With Commanche
Posted by Naamloos on Wed, 18 May 2005 19:04:56 GMT
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Does not work like that when i tried it. See post above why.

Subject: Help With Commanche
Posted by reborn on Wed, 18 May 2005 19:08:21 GMT
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Thats weird, maybe you messed up a preset or something o.0

I have this running on a 40 player like this with the replacement model running fine, but yeah you are right, the blades do look a little weird, but hey, can't have everything.

Subject: Help With Commanche
Posted by BlazeDragoon on Thu, 19 May 2005 16:30:58 GMT
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Lol....take off the orca animation to fix the blades from being all wierd.It's not to hard to get ingame...make sure you have the disable script taken off as well.If i'm not to lazy later on i'll take a ss of the transition.

Subject: Help With Commanche
Posted by Naamloos on Thu, 19 May 2005 18:35:30 GMT
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The blades are still wierd with the apache settings. I don't know about removing the animation, i haven't tried that. It will probably look stupid if it's just floating in the air without moving.

Subject: Help With Commanche
Posted by Cyber030 on Fri, 20 May 2005 02:17:43 GMT
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Well, if I want to host just a server-side (I'm the host), and I use an objects.ddb, other people get the "Zero Bug." Any ideas on how to get around this? Someone suggested to rename it to objects.aow. Will this work?

Subject: Help With Commanche
Posted by reborn on Fri, 20 May 2005 15:51:43 GMT
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use ssaow 1.34, you can download it here:
http://www.blackhand-studios.org/downloads/ssaow_134.zip for your server... then copy and paste the objects.aow to your presets folder and rename it objects.ddb, then when you are done with your editing copy paste that file to your servers data directory and rename it back to objects.aow, that should eliminate the 0 bug...

and thankyou blaze dragon, i didnt try that, i removed the animation and it is better now.

Subject: Help With Commanche
Posted by Deactivated on Fri, 20 May 2005 18:03:35 GMT
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You shouldn't use any kind of animation for helicopters. The real way is to define the rotor speed in preset settings.

Download this and try the Apache in LAN mode. Also you might want to get these:
http://www.cnc-source.com/files/pafiledb.php?action=file&id=463
http://www.cnc-source.com/files/pafiledb.php?action=file&id=464 (cointains Comanche rotor texture)

Subject: Help With Commanche
Posted by Cyber030 on Fri, 20 May 2005 20:56:19 GMT
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Thanks guys got it working. If I use the objects.aow, will other people be able to see it too, (the PT Icon for the comanche)? Also, that brings to mind, what is the texture name for the Comanche PT Icon?

Subject: Help With Commanche
Posted by reborn on Fri, 20 May 2005 22:09:16 GMT
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The Purchase Terminal Huds are controlled client side, you can change it, but no other client conected to the server would see the change, only the server

Subject: Help With Commanche
Posted by LucefieD on Sat, 21 May 2005 20:22:37 GMT
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There probaly isnt a pt for the commanche sicne it wasnt meant for multiplayer.

Subject: Help With Commanche
Posted by Cyber030 on Sat, 21 May 2005 20:32:06 GMT
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Then how in the world did the guy who made "Buzzmod" make a PT Icon for it? In gmax?

Subject: Help With Commanche
Posted by reborn on Sat, 21 May 2005 22:13:29 GMT
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buzz mod? i haven't heard of it, but I am guessing that it is a client download, in which case it would be easy to change, but people only wanna download porn   or is that just me?

Subject: Help With Commanche
Posted by Cyber030 on Sun, 22 May 2005 13:56:04 GMT
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Good luck changing it. It is a .pkg file. I got the comanche workin. Only problem I have now is making it work on my server without givivng other ppl the zero bug. I already tried the ssaow thing you told me to download with the objects.aow. That didn't work. What else could I do? Make my own edited map?

Subject: Help With Commanche
Posted by LilJ315 on Thu, 26 May 2005 02:06:08 GMT
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How do you get that editor?