Subject: dino player
Posted by Stallion on Wed, 17 May 2006 20:19:42 GMT
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I've made a soldier into a dino, but when you buy him while being against the pt he gets stuck. What can I do if anything to stop this from happening? (aside from just buying him while standing back, as too many people would still get stuck in a real server).

Subject: Re: dino player
Posted by reborn on Wed, 17 May 2006 20:41:01 GMT
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Try setting the PT's further back into the building using the original .lvl files for the maps.

Subject: Re: dino player
Posted by Stallion on Wed, 17 May 2006 22:03:53 GMT
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My problem with that would be I'm using current maps and not making my own. Is there still a way to fix it, and if there is, how?

Subject: Re: dino player
Posted by Canadacdn on Thu, 18 May 2006 01:10:43 GMT
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...Don't stand right against the PT?

Subject: Re: dino player
Posted by JeepRubi on Thu, 18 May 2006 01:16:13 GMT
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Stallion wrote on Wed, 17 May 2006 15:19aside from just buying him while standing back, as too many people would still get stuck in a real server.

Subject: Re: dino player
Posted by reborn on Thu, 18 May 2006 11:21:34 GMT
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I don't think so, but just moving the PT's should help i think.

You can find the .lvl files on westwoods ftp. ftp.westwood.com

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Subject: Re: dino player
Posted by Jerad2142 on Thu, 06 Jul 2006 03:08:04 GMT
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You need to make the world box of your dino smaller or centered more (so that it is the same as a normal soldier).

Subject: Re: dino player
Posted by Spice on Thu, 06 Jul 2006 03:09:59 GMT
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I believe either his world box is larger than the original soldiers or his mesh has physical collision settings. Eitherway something is a miss in his setup, seeing as he gets stuck.

You might just need to import his model into Gmax and check it out. If so, re-set him up.

Subject: Re: dino player
Posted by Jerad2142 on Thu, 06 Jul 2006 03:15:56 GMT
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Easiest possible way to do it is to delete the old world box and just import another charters world box, form my experience the charters mesh will not matter if physical collision is enabled or not (Has something to do with the WW binding)!