Subject: Vehicle Bones

Posted by Anonymous on Mon, 09 Dec 2002 20:29:00 GMT

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allright I know U all will flame me for asking because I havnt read any WW tutorials or anything on Vehicles but, How do I attach Vehicle bones to a model. I know there is a W3d tool button to asign bones to models but I havnt the first clue how to make a model become a vehicle. I just want to take this crocidile gmax model from that model website and turn it into a vehicle so I can have it follow a waypath. it dosnt have to have animated movments. any quick basic tutorial will help. Thanks for answering my n00bish question.and oh yeah, KANE LIVES!