
Subject: Greg, anyone: Rotor bone....

Posted by [Anonymous](#) on Wed, 06 Nov 2002 09:52:00 GMT

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quote:Originally posted by ApacheRSG:I guess there might be some way to use the WWSkin modifier to make it work... I am gonna mess around and see what I can come up with, also, Francois, can you tell me how to do the rotors?simply add a bone named like this:rotor00.00, then link your Physic model u want to rotate to the rotor..Also i made a german king tiger, it have 22 wheels and 2 treads.... so long to bone and about the half track, i dont really understand what u try to do, but my self i made one, 2 tread and each tread have 4 wheel, and i have 2 front wheels(outside of tread).i asked greg about wheel and tread stuff, he awnser u cannot make wheels turn(when u drive: go left or right: steering stuff) when u have tracked vehicle...Its wierd why some option didnt have been implanted in renegade(more than four rotor... , steering on treaded vehicles....), and other option where implanted but not really used(ex: Inversed steering)...Maybe someday a patch will give us the option to do this, and have the Scripts...Btw Greg when we will have the new Scripts.dll?
