
Subject: Vehicle boning question

Posted by [Spice](#) on Sun, 02 Jan 2005 20:08:52 GMT

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How do I make the shock effect on the nod westwood buggy?

I boned my wheels and then I select the shocks and added the "select mesh" modifier. I then hit the vertex check and select the ones connecting to the wheels and added the LinkedXform modifier and used the link and linked each corresponding shock to the WheelP bones of there wheels. Then I animated them in place and exported as v_nod_buggy and replaced it with renegades. The shocks didn't work.

I also tried it on my own level with the nod buggy settings.
