
Subject: My new goal.... (any hints/tips?)

Posted by [Madtone](#) on Thu, 12 Jun 2003 14:58:48 GMT

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General Havoc Yeah the tutorial in Renhelp is wrong. Well the majority of it is fine, just the bone linking is a bit messed up. Still it's a good tutorial to follow, when you come to link the bones make sure you attach the Track/Wheel model to the wheelC bone and not the wheelP bone. The wheelC bone is attached to the WheelP bone and not along with the wheel/track, the wheel/track is attached to the WheelC bone on it's own. May sound a little confusing at the moment but you should get the hang of it.

Remember when importing bones ditch anything that doesn't have a ".00" after it as it is used for LOD models and will confuse you to hell. Another thing is that all of WS models have more bones than are actually used in the game so you can ditch a lot of them too, it will become clear after you have done it once. Basically a basic vehicle (such as seden, no weapon) is made up of the bones below:

Origin

- WheelP00es
 - |-WheelC00es
 - |-WheelL01
- WheelP01es
 - |-WheelC01es
 - |-WheelL02
- WheelP02e
 - |-WheelC02e
 - |-WheelR01
- WheelP03e
 - |-Wheel03e
 - |-WheelR02
- WorldBox

If you need anything to work from I have the gmax file of that ambush buggy model of your I boned. It worked great in game if you downloaded that test map I did.

_General Havoc

Ahh, ok.... thanks for letting me know before i found out the hard way!!

Umm, yeah the .gmax of the ambush jeep would be great.

once i got this all figured out, expect a whole bunch of *boned* and ready to import into a map vehicles!

Just upload the .gmax to ModX pwease

Thanks a bunch
