
Subject: "Balance Bones" and RenX question.
Posted by [PsycoArmy](#) on Sun, 27 Jul 2003 11:34:26 GMT
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Origin.00 - you need this bone, its the vehicles centre
-no model or bone w3d settings used for this bone
Wheelc's - make wheels spin
-set as just bone in w3d settings
Wheelp's - acts as wheels suspension/wheels and stuff from gongi through ground
-set as just bone in w3d settings
Turret.00 - makes the turret spin
Barrel.00 - moves the barrel for weopons up and down
-set as just bone in w3d settings
MuzzleA0/MuzzleA1 & MuzzleB0/MuzzleB1 - used for where the projectiles come out
-set as just bone in w3d settings
worldbox.00 - needed so u cant walk thorough vehicles adn so u can run people down(fits the shape of the vehicle)
-model settings, not bones. set as OBbox and hide it. physical and camrea setting is also used.

Remember all these things need to be linked apropriatly

lol went a bit overboard there but u need to use the physics settings the recon does, but then its makes it alot harder to stear.

there a few other ones but i cant be bothered saying thme off the top of my head.

LA
