Subject: Re: Models
Posted by Gen_Blacky on Tue, 18 Nov 2008 23:20:29 GMT
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LR01 wrote on Tue, 18 November 2008 08:14SSnipe wrote on Sat, 15 November 2008 20:36I still don't get what your trying to do?

yea, I don't follow anymore to

what i think hes trying to do is make it so the tread or wheels mold the shape of the terrain in stead of it being a solid piece of mesh, their is a tut how to do this but it donsent show how to do it with space wrapping. So when the vehicle falls it takes that impact like shocks instead looking like it bounces or has no impact due to the fall. If you look at the nod light tank or mamy in w3d viewer you will see the wheels are sucked into the hull that's its greatest impact. Thats the only thing i can think of since that's what prevents vehicles getting stuck into the ground on spawn.