
Subject: Re: Need someone familiar with vehicle boning
Posted by [Reaver11](#) on Fri, 05 Aug 2011 19:39:59 GMT

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Yes I have done that before. (with the w3d Bone etc)

I expect that it are four individual trackmeshes?

If so I can set them up as four individual ones or via attach as just two.

I do prefer to rig the vehicle in Renx if not Ill get the max version of the plugin installed in my 3DS.

Also in terms of the barrels in can get them moving aswell (all I would have to do is link it after the muzzle bone)

Does depend a bit on your barrel mesh but I should be able to detach / reapply the uvw map/unwrap.

If you would like that?

The only tricky bit is the entry point for the driver it's a bit tricky how it works. (Depends alot on the suspension settings)

Set up in LevelEdit, can do that as well if required / send you over the presets after it.

If you use IRC/TS I can try to find you on monday if you like or via pm.
