Subject: Re: Need someone familiar with vehicle boning
Posted by Jerad2142 on Wed, 10 Aug 2011 20:31:27 GMT
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Ever thought about just importing it over the bone set of the mammoth tank given to everyone that installs Level editor?
(\RenegadePublicTools\HowTo\Vehicles\Mammoth Tank)

Otherwise all you have to do is bind the turret to the turret bone (which rotates on the Z axis).
The barrels to the Barrel bone (which rotates on the Y axis).

Then you use WWSkin and bind each vertices of the tracks to the closest "wheel" bone to them.
(To make the tracks appear to move you have to have a Linear Offset UVMapper on it with a VPerSec value greater than 0).

Finally make sure the take is surrounded with a bounding box that'll hold the barrels no matter what direction they are pointing, and a worldbox that only contains the area that will collide.

Oh, also make sure to pull the wheel bones and tracks up into the vehicle to the point where the suspension length will counter the amount you pulled them up.