Subject: Tank treads/w wheels question
Posted by xpontius on Tue, 18 May 2004 16:25:28 GMT
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Basically i started working on vehicles, and ran into a road block.
I read tuts on how u rename treads and wheels v_treadLR/v_wheelR1 etc, but in my model I have
wheels and a tread that i want to move together but not as a texture like on the med... Do i put
both tread and wheel bones for my tracks or what.
Also does my track have to go around in a complete circle or can it be cut like where u cant see it
for the texture to work properly?