
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?

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Posted by [E!](#) on Thu, 20 May 2004 09:12:02 GMT

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treads are just moving textures. you can make the wheels turn by fake wheel bones WheelF01 ect. so finally u need both.
