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Subject: does anyone know how to get walking vehicles working

Posted by [Anonymous](#) on Sat, 11 May 2002 10:22:00 GMT

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does anyone know how to get walking vehicles working

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Subject: does anyone know how to get walking vehicles working

Posted by [Anonymous](#) on Sat, 11 May 2002 10:23:00 GMT

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SUM1 PLEASE ANSWER THIS QUESTION, IVE BEEN ASKING IT 4 DAYS!!!!

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Subject: does anyone know how to get walking vehicles working

Posted by [Anonymous](#) on Sat, 11 May 2002 10:30:00 GMT

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my guess is to make an animation. Like orca bobs up and down same with hovercraft, just make it so the animation looks like it walks... if not heh i dont know

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Subject: does anyone know how to get walking vehicles working

Posted by [Anonymous](#) on Sat, 11 May 2002 10:32:00 GMT

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i am not a modder... but have u tried to make it walk like a character? or rather 2 characters... one for front "legs" and one for the "back" legs...if it is possible i dont know. worth a try?

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Subject: does anyone know how to get walking vehicles working

Posted by [Anonymous](#) on Sat, 11 May 2002 10:40:00 GMT

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sorry thanx 4 trying but those 2 dont work

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Subject: does anyone know how to get walking vehicles working

Posted by [Anonymous](#) on Sat, 11 May 2002 11:06:00 GMT

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i got my model in to the game, i can shoot it and stuff and the game shows it as a vehicle and its got those arrows pointing to it when to look at it, but i can't get in it so i can't see if the legs work.. can someone help

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Subject: does anyone know how to get walking vehicles working

Posted by [Anonymous](#) on Sat, 11 May 2002 11:10:00 GMT

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quote:Originally posted by jbavr:i got my model in to the game, i can shoot it and stuff and the game shows it as a vehicle and its got those arrows pointing to it when to look at it, but i can't get in it so i can't see if the legs work.. can someone helphave u tried getting in where the cockpit is? That seems to work a lot of the time.For the legs - this may not work - but make the vehicle VTOL but disable the up, down, and strafe controls. Add an animation for the legs, slow the speed of the vehicle down, and POW, a walking vehicle.

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Subject: does anyone know how to get walking vehicles working

Posted by [Anonymous](#) on Sat, 11 May 2002 13:15:00 GMT

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I tried everything i can think of, but i still can't get inside

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Subject: does anyone know how to get walking vehicles working

Posted by [Anonymous](#) on Sat, 11 May 2002 13:17:00 GMT

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GREG!!!! dunno. I would like to see walking vehicles, though.

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Subject: does anyone know how to get walking vehicles working

Posted by [Anonymous](#) on Sat, 11 May 2002 13:24:00 GMT

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When you create the vehicle, go up to it's physics(wya up top on the pop-up in vehicles part) and select human. Make sure you're vehicle has the bones of a human/ I have never tested two legs.With these mod tools it's imposible to make realistic 4 leg walking, but you cna probly do a half ass job by telling it the front right leg is the left leg of a human, and right left leg is the right of a human, and the back legs normal.We have two leg walking working in MekaKai. We have also gotten walking with the knees in the back, sort of like how dog and cat legs work.If you cna't getin then add more enter and exit trasiitions.

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Subject: does anyone know how to get walking vehicles working

Posted by [Anonymous](#) on Sat, 11 May 2002 14:14:00 GMT

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when you add the exit/entertransitions where should the havoc model be

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Subject: does anyone know how to get walking vehicles working

Posted by [Anonymous](#) on Sat, 11 May 2002 15:50:00 GMT

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I'm not much of a modder, but what I'd do is this: If you're making a slow 4 legged walker (AT-AT or Mammoth Mk. 2) I'd give it mammoth tank physics, so it handles like a tank with invisible treads. Then just make 4 animated legs. And bingo, you have what looks like a walking vehicle. It's near impossible to make a realistic walker with 4 legs that work like legs, the tread idea is all I could come up with to compensate. Good luck

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Subject: does anyone know how to get walking vehicles working

Posted by [PCWizzardo](#) on Thu, 24 Jul 2003 22:16:27 GMT

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In boning a 2-legged vehicle, how would you bone the weapons? As Turret, Barrel, and Muzzle, or with the Gunbone? And how would you size the object to fit the skeleton and yet be bigger in game?

(I'm trying to bone DeeZire's Titan from his modeling tutorial, I have already begun skinning it like the GDI turret found in many mods.)

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Subject: does anyone know how to get walking vehicles working

Posted by [spreegem](#) on Thu, 24 Jul 2003 22:54:57 GMT

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Ask someone who is working on the Reborn mod. They have a walking Mammoth MK2

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Subject: does anyone know how to get walking vehicles working

Posted by [Fabian](#) on Fri, 25 Jul 2003 01:50:56 GMT

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but its just a looped animation. the animation doesnt stop if the titan stops, etc.

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Subject: does anyone know how to get walking vehicles working

Posted by [PBAsydney](#) on Fri, 25 Jul 2003 10:53:05 GMT

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do you mean they keep walking without moving an inch

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