
Subject: Vehicle boning question
Posted by [Spice](#) on Sun, 02 Jan 2005 20:08:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

How do I make the shock effect on the nod westwood buggy?

I boned my wheels and then I select the shocks and added the "select mesh" modifier. I then hit the vertex check and select the ones connecting to the wheels and added the LinkedXform modifier and used the link and linked each corresponding shock to the WheelP bones of there wheels. Then I animated them in place and exported as v_nod_buggy and replaced it with renegades. The shocks didn't work.
I also tried it on my own level with the nod buggy settings.

Subject: Vehicle boning question
Posted by [glyde51](#) on Sun, 02 Jan 2005 20:56:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

sorry, I can't help you, but I hope you get the help to bone that vehicle...

(try viagra)

Sorry, it's just so funny sounding...

Subject: Vehicle boning question
Posted by [laeubi](#) on Sun, 02 Jan 2005 21:54:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

What exact 'Shock' effekt do you mean?

Subject: Vehicle boning question
Posted by [csskiller](#) on Sun, 02 Jan 2005 22:17:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

LaeubiWhat exact 'Shock' effekt do you mean?
I think Exdeath is talking about the suspension effect from the buggy correct?.

Subject: Vehicle boning question
Posted by [Spice](#) on Sun, 02 Jan 2005 22:20:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

csskillerLaeubiWhat exact 'Shock' effekt do you mean?
I think Exdeath is talking about the suspension effect from the buggy correct?.

Yeah that effect. I've tried numeruos times to get it to work. It's just not making sense why it is not. I have everything set up like westwood set up theres to my knowledge. Even the LE settings.

Subject: Vehicle boning question
Posted by [Deactivated](#) on Sun, 02 Jan 2005 23:01:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Use WWSkin binding instead of LinkedXform.

Subject: Vehicle boning question
Posted by [laeubi](#) on Mon, 03 Jan 2005 00:05:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

SeaManUse WWSkin binding instead of LinkedXform.
Right

Subject: Vehicle boning question
Posted by [Vitaminous](#) on Mon, 03 Jan 2005 05:15:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can't help you but I'm still wondering who the fuck ever thought of calling it 'boning'.

Subject: Vehicle boning question
Posted by [Spice](#) on Mon, 03 Jan 2005 06:33:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aprimel can't help you but I'm still wondering who the fuck ever thought of calling it 'boning'.

It's more of a nickname , I guess like skin. You can always call it RBD setup.

Subject: Vehicle boning question
Posted by [Slash0x](#) on Thu, 06 Jan 2005 16:37:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Open up the Mammoth tank tutorial model. The treads and the suspension springs are the same principle. As for the LE settings, just use a default vehicles settings and change it to your likes.
