
Subject: Setting up a tank for engine run.
Posted by [RetrocideX](#) on Sun, 15 May 2005 12:53:26 GMT
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Well I have a tank model already finished and I'm wanting to make it work within the W3D engine. My problem is, how? What bones and or boxes do I need to merge and how do I set it up. Now this has tank wheels and treads, I'de like to see all of the wheels move and the textures on the tread move with it (Much like how Renalert did theirs.). This does not have a rotating turret or a secondary fire. Any help is greatly appreciated thankyou in advance.

Subject: Setting up a tank for engine run.
Posted by [danpaul88](#) on Tue, 17 May 2005 12:11:32 GMT
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<http://renhelp.laeubi-soft.de/index.php?tut=0>

theres a tutorial in there somewhere.

Subject: Setting up a tank for engine run.
Posted by [RetrocideX](#) on Tue, 17 May 2005 19:18:43 GMT
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That tutorial barely helps, it doesn't cover everything. Like the Bounding boxes, seats, non-turret vehicles, how to get wheels moving along with tracks and so on.

Subject: Setting up a tank for engine run.
Posted by [danpaul88](#) on Tue, 17 May 2005 22:56:45 GMT
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yeah...well it covers the turret and wheels...tracks i am not so sure on myself at the moment...

worldbox is simply a box object with physical and camera collision options which surrounds your vehicle. It is set to OBBOX in w3d settings...

non turret vehicles...well thats simple, dont put any turret bones in

seats..well...not sure on this 1 either

Subject: Setting up a tank for engine run.
Posted by [RetrocideX](#) on Wed, 18 May 2005 02:20:27 GMT
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That's Worldbox, I'm talking about Boundingbox, it only covered moving the vehicle not getting each individual wheel to move and flex the track as it move against terrain.

Subject: Setting up a tank for engine run.
Posted by [Slash0x](#) on Wed, 18 May 2005 06:23:53 GMT
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This is the E3 Buggy model for Renegade that I set up for my Luukos mod. Take a look at it, hopefully you'll be able to find out what you need from it...

http://66.135.185.102/v_buggyA_final.zip

As for the treads, this should be pretty close on what your treads should work like...

http://66.135.185.102/v_gdi_medtnk.zip http://66.135.185.102/v_nod_flame.zip

Look at the texture settings for the treads, that is what sets the "movement" of the treads, if I remember correctly.

Good luck at figuring what you need out, hope I helped...

Subject: Setting up a tank for engine run.
Posted by [RetrocideX](#) on Wed, 18 May 2005 22:42:45 GMT
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Well I had finally set up just about everything right (On my own.) but there is one last obstacle in my way, the wheels are falling through the treads, and it is still not flexing. I would really really appreciate any detailed help on this. Also does any one know about setting up emitters and explosions on the vehicle as it gets damaged?

Subject: Setting up a tank for engine run.
Posted by [RetrocideX](#) on Sat, 21 May 2005 03:10:30 GMT
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O.K. new problem that I hope there is a solution to. I'm working on a vehicle that has actual tires instead of treads now, but how does the whole suspension thing work? Also how do I set it up to turn left and right when the actions are given in-game.

Subject: Setting up a tank for engine run.
Posted by [laeubi](#) on Sat, 21 May 2005 20:26:54 GMT
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You should take a look at the Humvee file provided by Westwood.

Subject: Setting up a tank for engine run.
Posted by [RetrocideX](#) on Sat, 21 May 2005 22:53:27 GMT
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Already have, I tried looking at almost every possible reference for this. I need someone who knows exactly what theyre doing and who can tell me how to do it.

Subject: Setting up a tank for engine run.
Posted by [laeubi](#) on Sun, 22 May 2005 09:18:30 GMT
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I'll upload something about this.

edit: http://www.renhelp.co.uk/Tutorials/TUT_WW_Vehicle_Bones

This document describes all anmes and uses of bones for the different vehciletypes, that should help you out with your problem together with the reference file.

I maybe onece write a more detailed tutorial about wheeled vehilces but I have not much time atm.

Subject: Setting up a tank for engine run.
Posted by [Cpo64](#) on Tue, 24 May 2005 22:51:45 GMT
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There is a very good tutorial in your LE folder that WW released with the tools.
