Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Tue, 05 Nov 2002 18:34:00 GMT
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i know how to place the rotor bone, how to make the stuff spin perfectly, the only prob its i have 5 rotor bone, and only four of them work!!   Is there a Rotor limit? if yes Why? anyway how to make 5 rotor work?

Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Tue, 05 Nov 2002 19:03:00 GMT
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Considering the limit is four muzzle bones, I guess it could be a possiblity... But then again, you can have lots of wheels, I have had up to 18 on a vehicle...I wonder... Can you have tread bones, and wheel bones that just steer? A half track would be really fun to drive... A half track that has a rotor would also be really cool...*wanders off mumbling to himself*I doubt it is possible, but that would be awesome!Oh yeah, can you write a tutorial, or direct me to a tutorial on creating rotor bones? One of the only things I have never successfully gotten to work in Renegade...

Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Tue, 05 Nov 2002 20:08:00 GMT
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Yup, there is a max of 4 engine bones and 4 rotor bones. I never saw the need for more than two so I probably coded it to support a max of 4 just to be ready for those crazy designers and artists No way around it now unfortunately...greg

Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Tue, 05 Nov 2002 20:10:00 GMT
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Oh yeah, Apache, Renegade also does not support mixing tracks with normal wheels...
(sorry)greg

Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Tue, 05 Nov 2002 20:31:00 GMT
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*Apache just finishes his incoherent mumbling, looks up and slaps his forehead as he reads the official news*Oh well, it would be cool, but if it isn't possible, it isn't possible...

Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Tue, 05 Nov 2002 21:09:00 GMT
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ok tanx, i find another way(well i think it will work)make 3 rotor bone, and the 2 other always spining using a material with spining option....   that would be just ok

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Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Tue, 05 Nov 2002 21:25:00 GMT
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quote:Originally posted by ApacheRSG:*Apache just finishes his incoherent mumbling, looks up and slaps his forehead as he reads the official news*Oh well, it would be cool, but if it isn't possible, it isn't possible...you could just make a 8 wheeled vehicles, the front 2 would steer while the back 6 would be inside a track that doesnt interfere with the wheels

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Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Tue, 05 Nov 2002 21:28:00 GMT
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I just don't know how you would go about having the track move only when the wheels move...

Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Tue, 05 Nov 2002 21:31:00 GMT
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I guess there might be some way to use the WWSkin modifier to make it work... I am gonna mess around and see what I can come up with, also, Francois, can you tell me how to do the rotors?

Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Tue, 05 Nov 2002 21:47:00 GMT
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Yes, you could make a half track that way (why didn't I think of that!) The only thing that won't work is the tracks won't scroll with the movement of the vehicle because that code is in the TrackedVehicleClass (you'll need to use WheeledVehicle) But that is a pretty minor thing anyway.greg

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Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Tue, 05 Nov 2002 21:56:00 GMT

If I manage to make the treads follow a couple bones using the WWSkin modifier, can I make it follow wheel bones that do nothing but spin? I would be using physical treads, not a texture.

Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Wed, 06 Nov 2002 09:52:00 GMT

quote:Originally posted by ApacheRSG:I guess there might be some way to use the WWSkin modifier to make it work... I am gonna mess around and see what I can come up with, also, Francois, can you tell me how to do the rotors?simply add a bone named like this:rotor00.00, then link your Physic model u want to rotate to the rotor..Also i made a german king tiger, it have 22 wheels and 2 treads.... so long to bone   and about the half track, i dont really understand what u try to do, but my self i made one, 2 tread and each tread have 4 wheel, and i have 2 front wheels(outside of tread).i asked greg about wheel and tread stuff, he awnser u cannot make wheels turn(when u drive: go left or right: steering stuff) when u have tracked vehicle...Its wierd why some option didint have been implanted in renegade(more than four rotor...   , steering on treaded vehicles....), and other option where implanted but not really used(ex: Inversed steering)...Maybe someday a patch will give us the option to do this, and have the Scripts...Btw Greg when we will have the new Scripts.dll?

Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Wed, 06 Nov 2002 10:00:00 GMT

quote:Originally posted by Francois:and about the half track, i dont really understand what u try to dook i undrstand now...i just didint read a reply.... lol   btw im trying to use something similar to my V3.my v3 launch ramp have an hydrualic arm, but i must add a wwskinbending on it... im trting to figure it out with wheels bone...

Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Wed, 06 Nov 2002 10:03:00 GMT

so you cant make a halftrack?

Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Wed, 06 Nov 2002 10:04:00 GMT

i can do half track but without any wheels having a Steering properties on!   [November 06,

2002, 10:08: Message edited by: Francois]

Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Wed, 06 Nov 2002 10:07:00 GMT
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Also greg, the Seat bone, how does it work?i mean, if i make a vehicle and i add this seat bone, and i put "occupant visible" option, u see the soldier... i know, but is there a way to choose how we want it placed?do i must link Human Bone to the Seat bone? and that will define my soldier position in the vehicle?

Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Wed, 06 Nov 2002 13:13:00 GMT
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Don't know about the seats but speaking of treads to they need to be connected to the wheels in side of them?

Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Wed, 06 Nov 2002 14:40:00 GMT
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I am not so sure how I can animate my physical treads on my model (no way I am gonna release it, well over 50 000 polys just for the right tread, but I plan to make the tread sorta flow over the wheels using wheel bones that just rotate when the vehicle moves, that way it will be a wheeled vehicle with makeshift treads on the back, this will be interesting...

Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Thu, 07 Nov 2002 06:39:00 GMT
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quote:Originally posted by Francois:Also greg, the Seat bone, how does it work?i mean, if i make a vehicle and i add this seat bone, and i put "occupant visible" option, u see the soldier... i know, but is there a way to choose how we want it placed?do i must link Human Bone to the Seat bone? and that will define my soldier position in the vehicle?