
Subject: AH!!!!!! stupid Renx, Stupid Lvl Edit!!!!!!
Posted by [Anonymous](#) on Thu, 07 Nov 2002 17:12:00 GMT
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Why do the objects move out of place!!! the treads rotate them selves like this/=tread/ (tank) \they are bent in a angle... why??

Subject: AH!!!!!! stupid Renx, Stupid Lvl Edit!!!!!!
Posted by [Anonymous](#) on Thu, 07 Nov 2002 18:14:00 GMT
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your bones are out of place --re-work them

Subject: AH!!!!!! stupid Renx, Stupid Lvl Edit!!!!!!
Posted by [Anonymous](#) on Fri, 08 Nov 2002 10:46:00 GMT
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er..... i place the wheel C Bones in the middle of the track, And connect them to the Wheel P bones which i connect to the Origin... Correct?

Subject: AH!!!!!! stupid Renx, Stupid Lvl Edit!!!!!!
Posted by [Anonymous](#) on Fri, 08 Nov 2002 11:58:00 GMT
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STOP CALLING ME A MORON!

Subject: AH!!!!!! stupid Renx, Stupid Lvl Edit!!!!!!
Posted by [Anonymous](#) on Fri, 08 Nov 2002 13:19:00 GMT
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...not the way to make a treaded vehicles...first u must link the tread to the chassis model.and make some wheel bone attached to origin bone...then link the Tread verticle with a westwood skin modifier to wheel bone to make the tread bend!

Subject: AH!!!!!! stupid Renx, Stupid Lvl Edit!!!!!!
Posted by [Anonymous](#) on Fri, 08 Nov 2002 13:43:00 GMT
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??? the westwood tanks don't connect to the chassis.. what angle does the Bone spin on anyway?

Subject: AH!!!!!! stupid Renx, Stupid Lvl Edit!!!!!!
Posted by [Anonymous](#) on Fri, 08 Nov 2002 21:29:00 GMT
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quote:Originally posted by Laser2150:??? the westwood tanks don't connect to the chassis.. what angle does the Bone spin on anyway?.... if u dont trust me dont ty it... but all tracked vehicle i made so far work perfectly(include bending thread....)i have nor more problem boning any type of vehicles...

Subject: AH!!!!!! stupid Renx, Stupid Lvl Edit!!!!!!
Posted by [Anonymous](#) on Fri, 08 Nov 2002 22:28:00 GMT
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It could be that the W3D export options are wrong. Make sure all your geometry is set to "Export Geometry" only. And make sure all your bones are set to "Export Transform" only. Other than that all i can suggest is that your origin may not be aligned properly. I can't tell you much more without a picture. Hope that helps.

Subject: AH!!!!!! stupid Renx, Stupid Lvl Edit!!!!!!
Posted by [Anonymous](#) on Sat, 09 Nov 2002 01:15:00 GMT
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hierarchy for objects linked to bones, if an object's parent is a mesh or anything else that doesn't have the "Export Transform" checked, it will be ignored by the exporter (That object's parent will be the origin instead). You only link your stuff to the chassis and chassis to origin, so everything follows when rotating and moving the origin in gmax. Makes it easier to work with, but not needed for Renegade.-- Abjab

Subject: AH!!!!!! stupid Renx, Stupid Lvl Edit!!!!!!
Posted by [Anonymous](#) on Sat, 09 Nov 2002 14:21:00 GMT
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lots of comments on this, so what franios is saying i should just Link the Treads to the Chassis and The WheelP bones just link to the Origin? does it need wheel C bones?

Subject: AH!!!!!! stupid Renx, Stupid Lvl Edit!!!!!!
Posted by [Anonymous](#) on Sun, 10 Nov 2002 07:43:00 GMT
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??? Havoc do you know?

Subject: AH!!!!!! stupid Renx, Stupid Lvl Edit!!!!!!
Posted by [Anonymous](#) on Mon, 11 Nov 2002 07:11:00 GMT
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i almost finished my tutorial on tread kust be patient

Subject: AH!!!!!! stupid Renx, Stupid Lvl Edit!!!!!!
Posted by [Anonymous](#) on Mon, 11 Nov 2002 07:21:00 GMT
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quote:Originally posted by Francois:i almost finished my tutorial on tread kust be patientCool - send it to Dante so he can include it in his massive help file....
