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Subject: Engine rotation angle?

Posted by [Anonymous](#) on Sun, 10 Nov 2002 01:23:00 GMT

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I want the engines on my new vehicle to act like the engines on the orca in the way they rotate as the vehicle changes direction, height etc. I have tried doing this already by using "EngineAngle" bones, but I can't get it right. I have made sure that the bones rotate along the z axis and that all the W3D exports are correct, but, when I play it in game, the engines start rotating by themselves and doing all sorts of weird things... Could it be that I need wheel bones (it's a VTOL vehicle). Anyone know what is wrong??

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Subject: Engine rotation angle?

Posted by [Anonymous](#) on Sun, 10 Nov 2002 17:11:00 GMT

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What about rotor bones?? Don't they just spin constantly?

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Subject: Engine rotation angle?

Posted by [Anonymous](#) on Mon, 11 Nov 2002 00:50:00 GMT

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rotor bones..

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