Subject: Vehicle Bones
Posted by Anonymous on Mon, 09 Dec 2002 20:29:00 GMT
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allright I know U all will flame me for asking because I havnt read any WW tutorials or anything on Vehicles but, How do I attach Vehicle bones to a model. I know there is a W3d tool button to asign bones to models but I havnt the first clue how to make a model become a vehicle. I just want to take this crocidile gmax model from that model website and turn it into a vehicle so I can have it follow a waypath. it dosnt have to have animated movments. any quick basic tutorial will help. Thanks for answering my n00bish question.and oh yeah, KANE LIVES!

Subject: Vehicle Bones
Posted by Anonymous on Mon, 09 Dec 2002 21:46:00 GMT
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Ok, go to http://dante.havocide.com/modX/index.php?directory=Models/Vehicles and download my Camaro model, look at the bones in there, or merge the bones from it to your crocodile, it should be what you are needing.

Subject: Vehicle Bones
Posted by Anonymous on Mon, 09 Dec 2002 22:57:00 GMT
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quote:Originally posted by ApacheRSG:Ok, go to http://d ante.havocide.com/modX/index.php?directory=Models/Vehicles and download my Camaro model, look at the bones in there, or merge the bones from it to your crocodile, it should be what you are needing.You sure are making my job a lot easier Apache!

Subject: Vehicle Bones
Posted by Anonymous on Mon, 09 Dec 2002 23:19:00 GMT
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Anything to help out!

Subject: Vehicle Bones
Posted by Anonymous on Tue, 10 Dec 2002 04:48:00 GMT
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or you can use this tut

Subject: Vehicle Bones
Posted by Anonymous on Tue, 10 Dec 2002 07:57:00 GMT
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ok, now lets flame him cause we are all mean assholes!

Subject: Vehicle Bones
Posted by Anonymous on Tue, 10 Dec 2002 09:12:00 GMT
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Thanks for the cool tut!

Subject: Vehicle Bones
Posted by Anonymous on Tue, 10 Dec 2002 12:13:00 GMT
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Thanks Apache, I thought that Camaro would be sweet, I didnt think to use the bones from it though. Ill try that. Thanks again.and oh yeah, K4N3 L1\/3S!