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Subject: Vehicle hovering or buried

Posted by [Anonymous](#) on Thu, 12 Dec 2002 11:38:00 GMT

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I think you experienced modders can help me with this. I've seen this problem described once before on these forums in a search, but none of the responses seem to be helping. I've got a modeled tank. Got all the bones in, positioned, and linked. I've got my 1 frame of animation with the wheels tucked up. When I export my model and put it into my level, it either hovers off the ground or the tracks are buried partially in the ground. I keep moving things around, trying to reposition the wheels and stuff, but I only get either of these two positions. Can anyone tell me what I'm doing wrong? I've copied the tutorials, I've checked to be sure everything is linked okay, and I'm still getting this. On a related note, when you export your model, should you be exporting with while it's in frame 1 (the wheels tucked up position) and should you be exporting it as an animated model? I've tried all sorts of combinations but still get this same result. Thanks, Hellchick

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Subject: Vehicle hovering or buried

Posted by [Anonymous](#) on Thu, 12 Dec 2002 13:29:00 GMT

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quote:Originally posted by Ingrownlip:Your world box probably isn't set up correctly. could you please clarify that... i have had the same problem... and i followed gregs tut...

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Subject: Vehicle hovering or buried

Posted by [Anonymous](#) on Thu, 12 Dec 2002 14:10:00 GMT

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Slide the animation bar at bottom to the last frame of animation. Export it as a Hierarchical Animated Model.

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Subject: Vehicle hovering or buried

Posted by [Anonymous](#) on Thu, 12 Dec 2002 15:18:00 GMT

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For the wheels falling through the floor issue, you have to have the wheel bones within the worldbox in the second frame where the vehicle's wheels / treads are as far up as they can go. In the first frame, make sure that you have the wheel bones (the WheelP bones by the way, the WheelC bones don't care if they are in the world box) outside of the worldbox. Also, check that you have the physical w3d options selected on all of the vehicle's visible parts, and that the worldbox has obbox, hide, camera and projectile w3d settings. The Origin does not need to have the export transform/geometry w3d options selected but all bones need the export transform, but they do need the export geometry selected. EDIT: Oh yeah, as Aircraftkiller mentioned, I have noticed that the WheelP bones don't work properly if you export in the frame of animation where the wheels / treads are down, so make sure you have everything unhidde, and that you are in the second frame when you export. If you still cannot figure this out, or if I just worded this bad,

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contact me on MSN at russell\_zielger@hotmail.com or send an email to that address. [ December 12, 2002, 15:20: Message edited by: ApacheRSG ]

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Subject: Vehicle hovering or buried  
Posted by [Anonymous](#) on Fri, 13 Dec 2002 00:53:00 GMT  
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Your world box probably isn't set up correctly.

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Subject: Vehicle hovering or buried  
Posted by [Anonymous](#) on Fri, 13 Dec 2002 15:14:00 GMT  
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Thanks, this helped me out too. I finally got my vehicle's whells out of the mud. However I used a slightly different method then Apache. I set the world box to physical rather than projectile, and set the main body parts (wheels, turrets, chaiss)to projectile. This way if you use a glass texture, you get the broken glass bullet holes. Moving the Orgin near the center of the vehicle and wheels, and centering it near 0,0,0 (it doesn't have to be exactly this) helped to. I also added a BoundingBox, I have not idea what it does, but it let me get back into my vehicle and drive again, so it must be important. Triforce

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Subject: Vehicle hovering or buried  
Posted by [Anonymous](#) on Fri, 13 Dec 2002 15:47:00 GMT  
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quote:Originally posted by Triforce:Thanks, this helped me out too. I finally got my vehicle's whells out of the mud. However I used a slightly different method then Apache. I set the world box to physical rather than projectile, and set the main body parts (wheels, turrets, chaiss)to projectile. This way if you use a glass texture, you get the broken glass bullet holes. Moving the Orgin near the center of the vehicle and wheels, and centering it near 0,0,0 (it doesn't have to be exactly this) helped to. I also added a BoundingBox, I have not idea what it does, but it let me get back into my vehicle and drive again, so it must be important. TriforceThats a good idea... I should try that with my next models...

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