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Subject: any chance of a boning?

Posted by [Veyrdite](#) on Tue, 02 Jan 2007 07:15:06 GMT

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<http://files.filefront.com//;6458769;;/>

please can someone bone my semi-trailer model.

i cant understand an of the boning tutorials-even westwoods

of course, i might let whoever bones it use it; but if its crap tell me and ill bash my router till i can finally understand them. same if i am being utterley stuipid doing this

note that publishing other authors work without permission is an offence.

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Subject: Re: any chance of a boning?

Posted by [JeepRubi](#) on Tue, 02 Jan 2007 13:47:48 GMT

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Both tutorials leave things out, just read both of them and you should know everything you need.  
(thats how i learent)

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Subject: Re: any chance of a boning?

Posted by [Veyrdite](#) on Wed, 03 Jan 2007 07:43:16 GMT

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thanx, helps tonnes.

one problem, halfway through gmax decided to be silly with its measurements by only showing one corrdinate for every single object in the scene; but i somehow think it will decide to work tommorrow..... (like Windows)

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Subject: Re: any chance of a boning?

Posted by [Zion](#) on Wed, 03 Jan 2007 21:54:50 GMT

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LOL at the topic title!

You really want a boning?

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Subject: Re: any chance of a boning?

Posted by [Nightma12](#) on Wed, 03 Jan 2007 21:59:47 GMT

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may i bone you?

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Subject: Re: any chance of a boning?

Posted by [Veyrdite](#) on Thu, 04 Jan 2007 05:24:08 GMT

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woops, err sorry. any chance the moderators could fix the title (please). didn't think of it read that way.

i have just tried using both of them, alot easier. but in LE the rear wheels move (turn in circles) when i move the vehicle around on the level, and in game it doesn't exist. it wouldn't be weight making it dissappear because i set that to 1000, sus height to 1 etc etc.

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