
Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i
Posted by [Anonymous](#) on Tue, 21 Jan 2003 15:41:00 GMT

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<http://www.geocities.com/steggyd43/fixme.html> I want to get this vehicle up and running, but I get too many problems. Is anyone willing to help me or even finish it. I can send you the gmax file. I have bones. It runs, but not well. The suspension does not seem to go up and down with the wheels either, even though I used linked xforms. I need some assistance. Also, it seems to be a little bigger than I expected, even after I scale it down. [January 23, 2003, 17:51: Message edited by: steggyd]

Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i
Posted by [Anonymous](#) on Tue, 21 Jan 2003 15:52:00 GMT

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wow thats neat. DUNE BUGGY RACE!hehehe. could be skinned a bit better though.

Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i
Posted by [Anonymous](#) on Tue, 21 Jan 2003 16:33:00 GMT

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quote:Originally posted by DeafWasp:wow thats neat. DUNE BUGGY RACE!hehehe. could be skinned a bit better though.Yep, that's my plan. And skinning is not one of my specialties.

Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i
Posted by [Anonymous](#) on Tue, 21 Jan 2003 17:59:00 GMT

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Use ww skin binding not linked xform There is a little section about it in the official westwood tutorial.....C:\Program Files\RenegadePublicTools\HowTo\W3D Tutorials\content.htm then select wwskin tutorial I had the same problem with my shock on the nod recon cycle to gdi conversion. That will get your vehicle suspension moving with your axles. For a closer look at how it's done open up the humvee vehicle in the westwood vehicles pack and select one of the suspension parts.....they all have wwskin bindings applied to them. hope this helps you out.....if not PM me and i'll give you a little more coaching or do something to get you rolling Eric.

Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i
Posted by [Anonymous](#) on Tue, 21 Jan 2003 18:09:00 GMT

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I'm glad to see that you have followed the original Greg Hjelstrom tutorial I'm also planning on reworking all the extracted vehicle bones so that they can be used for just the purpose you have

proven that they can be used for Did you have to do anything to the skeleton i sent you or did you just attach your meshes to the bone hirearchy?.....just curious Eric.

Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i
Posted by [Anonymous](#) on Tue, 21 Jan 2003 18:18:00 GMT
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Actually, it's a funny thing, the body of my vehicle fits the hummvee better so I borrowed the bones from it. I did however use the suspension from the Nod Buggy. So, do I just need to delete this linked xform altogether? I am so confused. I think it's much easier to animate one in 3DSMax then to set it up for Renegade.

Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i
Posted by [Anonymous](#) on Tue, 21 Jan 2003 18:18:00 GMT
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as far as scaling it down a bit.....make sure that the root transform bone is at the top of your hirearchy and that everything is linked to it in one way or another.....then select just the root transform bone and scale it down accordingly.That should get you another step closer.Eric.

Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i
Posted by [Anonymous](#) on Tue, 21 Jan 2003 18:20:00 GMT
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yes...just select the mesh that you applied the linked xform to and then right click....and select convert to editable mesh.....and start over again.been there too man Eric.

Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i
Posted by [Anonymous](#) on Tue, 21 Jan 2003 18:25:00 GMT
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It is way easier to animate in 3dsmax or gmax than it is to figure it out for w3d.....but it's the figuring it out part that makes it all worth while when your project is finally finished Eric.

Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i
Posted by [Anonymous](#) on Tue, 21 Jan 2003 18:36:00 GMT
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Cool, got it now. Same thing, just different name, how odd. Thanks for the help.

Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i

Posted by [Anonymous](#) on Tue, 21 Jan 2003 20:40:00 GMT

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Hey, I'm driving now, only one thing. I have scaled down the root many times, which scales the whole thing, but it comes out the same size every time in ren editor, and in-game. There must be something else. It is just a tad bit big for my liking.

Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i

Posted by [Anonymous](#) on Thu, 23 Jan 2003 07:17:00 GMT

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I'm stumped there.....i've noticed that some models scale down fine while others seem to not be effected in commando if you scale them down in renx.Anyone have any suggestions or ideas?Eric.

Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i

Posted by [Anonymous](#) on Thu, 23 Jan 2003 17:48:00 GMT

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<http://www.geocities.com/steggyd43/vette.html> I think I am going to make this one into a buggy instead. I will use it without the smooth modifier in there, but I should get similar results, if I can get a good skin on it. BTW, how do you get a vehicle to the proper scale. I am still uncertain on this.

Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i

Posted by [Anonymous](#) on Thu, 23 Jan 2003 18:17:00 GMT

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Looks cool dude keep it up does it go faster than a buggy? what does it do?

Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i

Posted by [Anonymous](#) on Thu, 23 Jan 2003 19:31:00 GMT

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niceperhaps we could restart teh renegade racing project, ive got some car models ill be sticking in soonhavent been on icq lately, im on msn every day as maimer123@hotmail.com

Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i

Posted by [Anonymous](#) on Thu, 23 Jan 2003 21:37:00 GMT

quote:Originally posted by Maimer1:niceperhaps we could restart teh renegade racing project, ive got some car models ill be sticking in soonhavent been on icq lately, im on msn every day as maimer123@hotmail.comI have other plans. It is kind of a spin-off of the Ren Racing project, will tell you about it soon. I've been working quietly on some stuff, then I get these vehicle probs.
