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Subject: Can Someone Rig (bone) my city bus?  
Posted by [Blazea58](#) on Tue, 19 Jun 2007 05:58:04 GMT  
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Hey i downloaded this city bus on turbosquid  
<http://www.turbosquid.com/FullPreview/Index.cfm/ID/246976> which had some decent  
photos but were full of advertisements and a bad overall shape, so i photoshoped and recreated  
one for roleplay2. Anyways i wanted to see if anyone would rig this and get it game ready for me?

thats my version with the textures and gmax included.  
<http://www.megaupload.com/?d=FP6AEG5M>

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Subject: Re: Can Someone Rig (bone) my city bus?  
Posted by [Doitle](#) on Tue, 19 Jun 2007 07:27:15 GMT  
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!!!

Woot DRIVABLE BUS! I love vehicles like this in games. I can't wait to drive this thing.

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Subject: Re: Can Someone Rig (bone) my city bus?  
Posted by [Canadacdn](#) on Tue, 19 Jun 2007 17:51:39 GMT  
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Get Roleplay 2 if you like stupid shit like that.

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Subject: Re: Can Someone Rig (bone) my city bus?  
Posted by [Doitle](#) on Tue, 19 Jun 2007 18:08:39 GMT  
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I do! And I will.

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Subject: Re: Can Someone Rig (bone) my city bus?  
Posted by [Viking](#) on Tue, 19 Jun 2007 18:13:42 GMT

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LOL I am trying to learn to bone vehicles if I ever do ill do the bus!

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Subject: Re: Can Someone Rig (bone) my city bus?  
Posted by [Canadacdn](#) on Tue, 19 Jun 2007 18:50:26 GMT  
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(Insert joke about 'boning' here)

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Subject: Re: Can Someone Rig (bone) my city bus?  
Posted by [Viking](#) on Tue, 19 Jun 2007 19:05:16 GMT  
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(insert quote and lol about joke about boning here)

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Subject: Re: Can Someone Rig (bone) my city bus?  
Posted by [HORQWER](#) on Tue, 19 Jun 2007 22:59:14 GMT  
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go to this website it will teach u how to bone a vehicle

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Subject: Re: Can Someone Rig (bone) my city bus?  
Posted by [jamiejrg](#) on Tue, 19 Jun 2007 23:46:41 GMT  
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import the bones from the hummer and then just adjust em.

After homework i may do it tonight. Big maybe tho. Kinda wanted to work on my c++.

ROFL, typical map maker. Detach and texture.

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Subject: Re: Can Someone Rig (bone) my city bus?  
Posted by [Oblivion165](#) on Wed, 20 Jun 2007 00:16:57 GMT  
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Bus is rigged, sent pm.

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Subject: Re: Can Someone Rig (bone) my city bus?  
Posted by [Blazea58](#) on Wed, 20 Jun 2007 00:44:37 GMT  
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cool thanks oblivion, really appreciate it.

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Subject: Re: Can Someone Rig (bone) my city bus?  
Posted by [jamiejrg](#) on Wed, 20 Jun 2007 00:49:20 GMT  
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aww... secretly i wanted to do it! No worries i still have alot of homework to do.

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Subject: Re: Can Someone Rig (bone) my city bus?  
Posted by [Canadacdn](#) on Wed, 20 Jun 2007 23:29:10 GMT  
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Thanks to Oblivion for boning it. Rik and I tested it and got all the right settings for it, and I made a nice normal map for it. Here is the finished result: Look for it in Roleplay 2 next release!

\*Picture was NOT taken on Roleplay 2, but on a test map I made.

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Subject: Re: Can Someone Rig (bone) my city bus?  
Posted by [Oblivion165](#) on Wed, 20 Jun 2007 23:49:33 GMT  
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That MitchcomX sent me to work for RP2 apparently That's entry 2 in the Oblivion RP2 credits list.

(Not that I literally need to be credited)

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Subject: Re: Can Someone Rig (bone) my city bus?  
Posted by [SlikRik](#) on Thu, 21 Jun 2007 02:33:47 GMT  
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Oblivion165 wrote on Wed, 20 June 2007 19:49 That MitchcomX sent me to work for RP2 apparently That's entry 2 in the Oblivion RP2 credits list.

(Not that I literally need to be credited)

Eh, eventually we'll compile a list of everyone who's helped out in some form or another and throw it together in a readme or video...

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