
Subject: Attaching vertices to a bone
Posted by [Veyrdite](#) on Wed, 08 Aug 2007 06:37:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

I know you have to create a WWSkin object in renx, and then select the mesh, click bind to space-warp and drag your mouse from the mesh to the spacewarp object, but what else do i have to do? Im Attaching suspension to the WheelC bone. Actually the whole body of the veh .

Subject: Re: Attaching vertices to a bone
Posted by [Veyrdite](#) on Fri, 10 Aug 2007 06:33:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

bump

Why is it no one replys to my topics? There are hundreds of people in the renegade community who can bone models and yet this topic remains unanswered. Please someone tell me.

Subject: Re: Attaching vertices to a bone
Posted by [Slayer9x9](#) on Fri, 10 Aug 2007 15:24:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Are you making a character, or a vehicle?
Check RenHelp.net for your problems

Subject: Re: Attaching vertices to a bone
Posted by [Veyrdite](#) on Fri, 10 Aug 2007 22:55:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've already boned a character, but it uses auto-link.

I'm making a bike with some vertices's attached to the wheelc bone.
So far I've worked out that i need to add the bones to the xform object, and select the mesh i want to attach to a bone, use the bind to space warp tool and drag my mouse from the mesh to the xform. Then i select the vertices's i want to attach, and click the button attach by name and pop in the name, and press ok. But after all of this i can still move the bones freely in Renx? I've imported some models that Westwood made (e.g. the chicken) and if you move the bone the vertices's move too. What am i doing wrong?

Subject: Re: Attaching vertices to a bone
Posted by [Veyrdite](#) on Sat, 11 Aug 2007 07:31:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fixed.

For it to move with the bone in Renx you need to be animating/have the button down. Otherwise its officially linked to the vertices. An i think the imported models are because of the uncompleted importer.
