Subject: Bone rotation
Posted by Jerad2142 on Wed, 30 Jan 2008 18:23:46 GMT
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Just wanted to make sure before I made this project I am working on that there is no way to get bone rotation and set bone rotation.

Mainly just set a bone's Rotation, I know how to get a bones rotation though attaching an object.

Actually I would also like to know if there is a way to get and set the X, Y, and Z rotation of an object as well.

Subject: Re: Bone rotation
Posted by Jerad2142 on Thu, 31 Jan 2008 13:52:19 GMT
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No one can help?

That sucks, looks like I will have to give Renegade real plane physics a crappier and less cool way.

Subject: Re: Bone rotation
Posted by cnc95fan on Thu, 31 Jan 2008 16:51:07 GMT
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Huh? Make a gun mounted on the back of a plane that fires a projectile strong enough to make it take off...

Subject: Re: Bone rotation
Posted by Jerad2142 on Thu, 31 Jan 2008 17:16:00 GMT
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cnc95fan wrote on Thu, 31 January 2008 09:51Huh? Make a gun mounted on the back of a plane that fires a projectile strong enough to make it take off...
Lol, if it was that simple it would have been in the game it would have been done before the first scripts were even made. If you attach an object to another object the attached object will have no ability to move the attached object, or if it does manage to collied with the other object it might launch you into blue hell.

That also doesn't answer the question.

Subject: Re: Bone rotation

Posted by Veyrdite on Sun, 03 Feb 2008 05:19:30 GMT
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There must be some way of extracting the data from the game engine. In fact I believe someone's made a cheat that attaches an AI cannon to the underside of an Apache.
Renegade all-ready has options for pitch and roll, so I'm guessing you are limiting it depending on the speed? Well then ask JonWil as he has modified LE and should be able to show you. Not as in where the options can be modified inside le, but how to edit the preset's settings in game as the speed increases/decreases.

EDIT: Renitbusters dead! noooooooooooooo
sobs to self
How far did you get in it?
And has Zelda Ocarina Of Time (Legend Of Renegade) been abandoned?

Subject: Re: Bone rotation
Posted by Veyrdite on Sun, 03 Feb 2008 05:43:00 GMT
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I believe thats a turret attached to the top of a chameleon, and its all supposedly done by scripts.

Scroll down to carbon v3 mod

Subject: Re: Bone rotation
Posted by Jerad2142 on Sun, 03 Feb 2008 16:18:09 GMT
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Dthdealer wrote on Sat, 02 February 2008 22:19EDIT: Renitbusters dead! noooooooooooooo
sobs to self
How far did you get in it?
And has Zelda Ocarina Of Time (Legend Of Renegade) been abandoned?
LOR and Renhalo are still being worked on (Renhalo gets way more attention, LOR just gets worked on when I get sick of working on the other mods).

And yes you can attach turrets to other vehicle's bones, that is how I first started modifying Renegade w was through the cinematic files, but then then is the attached objects can't transfer the force back into the object that they are attached to, so I guess I will have to do it a different way.

Subject: Re: Bone rotation
Posted by Yrr on Sun, 03 Feb 2008 22:02:15 GMT
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You can get a bone's transform but you cannot change it afaik.

Subject: Re: Bone rotation
Posted by Jerad2142 on Mon, 04 Feb 2008 15:08:15 GMT
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Yrr wrote on Sun, 03 February 2008 15:02You can get a bone's transform but you cannot change it afaik.
Well thats almost pointless lol, I mean whats really the point of getting an objects X and Y if you can't set them.