Subject: Boned Grizzly herewith - Track-Problem
Posted by rrutk on Fri, 18 Apr 2008 19:30:45 GMT
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Hi!

I boned that Ren2-Grizzly.

May be an expert could tell me (and fix it), whats wrong with that tracks...

Done the wwskinbinding, but the treads(tracks) are not really transforming. Instead of that the wheels are comming through the tracks....

Subject: Re: Boned Grizzly herewith - Track-Problem
Posted by danpaul88 on Fri, 18 Apr 2008 21:11:05 GMT
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You might be interested in reading my WWSkin binding tutorial I wrote recently. Also remember that you have to turn animation mode on and move to frame 1 before moving the wheel bones.

http://www.apathbeyond.com/forum/index.php?showtopic=17018

Subject: Re: Boned Grizzly herewith - Track-Problem
Posted by rrutk on Fri, 18 Apr 2008 21:33:21 GMT
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will read it.

the moving/anim/frame1 is not the problem, i've done that.

the problem is: the wheels come through the tracks. it should be so, that the tracks are flexible with the wwbinding, isnt it?

Subject: Re: Boned Grizzly herewith - Track-Problem
Posted by rrutk on Fri, 18 Apr 2008 23:25:09 GMT
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danpaul88 wrote on Fri, 18 April 2008 16:11You might be interested in reading my WWSkin binding tutorial I wrote recently. Also remember that you have to turn animation mode on and move to frame 1 before moving the wheel bones.

http://www.apathbeyond.com/forum/index.php?showtopic=17018

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Subject: Re: Boned Grizzly herewith - Track-Problem
Posted by danpaul88 on Fri, 18 Apr 2008 23:49:24 GMT
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EDIT: Either that or the forum is hidden for some reason... one or the other

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Subject: Re: Boned Grizzly herewith - Track-Problem
Posted by rrutk on Sun, 20 Apr 2008 02:31:51 GMT
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i have an account. doesnt work.

may be, someone can post the tutorial here.

and i dont want to bind an soldier, the topic is about a tracked vehicle.