
Subject: Questions

Posted by [LR01](#) on Wed, 28 May 2008 09:44:29 GMT

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1. How many Positions/Wheels bones can a vehicle have?
 2. How do I make a texture have transparent color? (and then not the add shader)
 3. How do static mesh get shadow?
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Subject: Re: Questions

Posted by [Reaver11](#) on Wed, 28 May 2008 14:17:55 GMT

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LR01 wrote on Wed, 28 May 2008 04:44:1. How many Positions/Wheels bones can a vehicle have?

2. How do I make a texture have transparent color? (and then not the add shader)
3. How do static mesh get shadow?

1. Hmm as far as I know 99 Wheels is the max set of wheels you can have Wheelp01 -> Wheelp99 etc

2. duno

3. duno

Subject: Re: Questions

Posted by [LR01](#) on Thu, 29 May 2008 10:46:25 GMT

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ow, 99 wheels, that is good to hear

Subject: Re: Questions

Posted by [danpaul88](#) on Thu, 29 May 2008 15:29:08 GMT

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I know I have seen vehicles using upwards of 20 before, not sure if the full 99 are supported or not but they probably are.

Subject: Re: Questions

Posted by [Veyrdite](#) on Sat, 31 May 2008 10:07:01 GMT

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Renhelp FAQ pageHow many Bones can a model have?

There is a max of 4 engine bones and 4 rotor bones. Greg never saw the need for more than two so he probably coded it to support a max of 4 just to be ready for those crazy designers and artists

<http://www.renhelp.net/index.php?mod=FAQ>

According to this text it seems a vehicle can only have 4 wheels, but I believe "cosmetic" ones that do not work as real wheels do not apply to this rule.
