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Subject: Vehicle entry points, need help!

Posted by [Reaver11](#) on Sun, 15 Mar 2009 23:52:36 GMT

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I have actually no clue on how the vehicle entry points work / how to set it up properly. Mostly I have been working on vehicles the same size as a renegade vehicle.

Here is the vehicle in question I have moddeld a P1000 which was a german WO2 concept. It has never been builded in real-life.

I think the suspension settings might influence it.

SpringConstant 60000

Dampingconstant 3000

Suspension length 3.00

I will reskin the vehicle lateron but atm I'm wanting to try out how it roles. Does anyone know what is wrong / what I should change?

Here a scale pic

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Subject: Re: Vehicle entry points, need help!

Posted by [Reaver11](#) on Mon, 16 Mar 2009 14:09:13 GMT

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I'm wondering can this also be related with where you place the originbone in your vehicle?

The selected bone is the origin right next to it is the seat bone can that influence the entry points too?

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Subject: Re: Vehicle entry points, need help!

Posted by [ErroR](#) on Mon, 16 Mar 2009 14:17:18 GMT

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cool vehicles, you're making a mod or something ?

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Subject: Re: Vehicle entry points, need help!

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Posted by [danpaul88](#) on Mon, 16 Mar 2009 17:53:48 GMT

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Open Medium Tank preset, look at how the entry and exit points are setup for that, in terms of size of the blue box compared to vehicle and position of character. Then apply that setup to your new preset.

And, FYI, they can be a right bugger to get working properly. It's mainly a case of trial and error in my experience...

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Subject: Re: Vehicle entry points, need help!

Posted by [Jerad2142](#) on Fri, 20 Mar 2009 13:42:37 GMT

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See the little havoc model, move him down so he is standing on the ground, and center him at 0.00,0.00,#. Then make sure the entry zone extends around the tanks world box.

For exiting, just make sure the soldier is standing outside the world box, and make the small blue zone just around him, the exit point should be level with the Z of the nearest seat bone (if no seat bone, #,#,0.00).

Origin bone's position doesn't really matter, I usually just place it at 0,0,0, that is also the point that the vehicle will rotate around (0,0,0 not the origin bone that is).

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Subject: Re: Vehicle entry points, need help!

Posted by [Reaver11](#) on Fri, 20 Mar 2009 14:41:09 GMT

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Thanks for all the help Danpaul and Jerard!

I finally got in the tank at the moment I have placed it on a cargoblocker wich sticks just a bit out of the ground. I still have to make a custom camera for this tank. Here's a pic of me driving in it. (Well not much more to see then the tank )

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Subject: Re: Vehicle entry points, need help!

Posted by [Jerad2142](#) on Fri, 20 Mar 2009 14:59:11 GMT

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Reaver11 wrote on Fri, 20 March 2009 08:41 Thanks for all the help Danpaul and Jerard!

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I finally got in the tank at the moment I have placed it on a cargoblocker wich sticks just a bit out of the ground. I still have to make a custom camera for this tank. Here's a pic of me driving in it. (Well not much more to see then the tank )

Modifying cameras.ini doesn't really work unless it replaces the one in always.dat, GDI\_Orca is the camera that extends furthest from the vehicle, and the camera extends from 0,0,0, so if you can't get the camera to have a good view point, move the vehicle down the z axis in RenX. Reexport, then move all the enter positions as well.

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