Subject: Quick Question (Bone-Related)
Posted by Dealman on Mon, 08 Nov 2010 00:32:24 GMT
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I've made a Tank, which I want the Barrels to work similarly as the ones on the NOD Flame Tank does.

Now, I know how to accomplish this so far. However, I'd want the Barrels to rotate sideways too.

The Tank haven't got any sort of Turret, which rotates. Only the Treads, Chassis and Barrels.

Does anyone know if this would be possible? And if so, how?

Sincerely,
Dealman.

Subject: Re: Quick Question (Bone-Related)
Posted by Altzan on Mon, 08 Nov 2010 01:55:40 GMT
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Any chance you could upload a pic of your intended vehicle? I can only speak for myself but I can't really visualize what you're trying to accomplish.

Subject: Re: Quick Question (Bone-Related)
Posted by Dealman on Mon, 08 Nov 2010 02:27:54 GMT
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Well, I wasn't entirely sure how to describe it...

I've attached a quick reference of what I'd like.

Also note that on my Tank there's 2 Barrels, not one.

Just imagine yourself the Flame Tank, with it's Turret being 'locked'. Then you could aim up and down, however, I'd like it to be able to aim sideways too. Basically move around as if it was inside a Cylinder.

I'm really bad at explaining things

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File Attachments
1) Reference.avi, downloaded 87 times
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Subject: Re: Quick Question (Bone-Related)
Posted by Altzan on Mon, 08 Nov 2010 05:06:47 GMT

Hmm. Well, I might be wrong since I'm nowhere near as experienced in this as others, but what you want to accomplish looks like each barrel would need its own pivot point (at the internal end). And as far as I know, you can only have one V_turret which controls the pivoting. So you could easily accomplish this with just one barrel, but I can't see how doing it with two would work.

Subject: Re: Quick Question (Bone-Related)
Posted by Dealman on Mon, 08 Nov 2010 10:10:16 GMT

Altzan wrote on Mon, 08 November 2010 06:06Hmm. Well, I might be wrong since I'm nowhere near as experienced in this as others, but what you want to accomplish looks like each barrel would need its own pivot point (at the internal end). And as far as I know, you can only have one V_turret which controls the pivoting. So you could easily accomplish this with just one barrel, but I can't see how doing it with two would work.

Correction; V_Turret is the turret mesh. I believe you mean the Turret-Bone. However, my Tank haven't got a Turret. Also, the Barrel-Bone controls how the Barrel moves.

So yeah, each Barrel would need it's very own pivot point. Sad there's no BarrelA and BarrelB

And to be honest, I'm not even entirely sure if this would work at all considering all current Vehicles ingame(Original), can only aim Up and Down.

Subject: Re: Quick Question (Bone-Related)
Posted by Omar007 on Mon, 08 Nov 2010 10:49:26 GMT

afaik the barrel controlls up and down and the turret left and right.

I suppose you already got up and down working? If so you'll probably notice you linked both your barrels to it. Do the same with you turret bone (you'll have to find out how to position it to get it to work properly) and you should have it working.
However to prevent the barrels to rotates 360 degrees, you'll have to modify some settings for your vehicle in LevelEdit.

I can't check this in detail atm but I MIGHT have some time when i get home.

EDIT: Oh about the positioning, everything attached to the turret bone will (afaik) rotate around the turret bone's pivot.
You could set the turret bone at the base of 1 of the barrels (A) and let the other barrel (B) copy the rotation. I'm more of a programmer then modeler but it think those modeling programs have some function called instance that makes the copy do the same as the original?

Subject: Re: Quick Question (Bone-Related)
Posted by Dealman on Mon, 08 Nov 2010 11:47:36 GMT
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Gah! /Facepalm

Thanks my very good Sir, you're a Genius!

Yeah, I'm pretty sure how I'll need to position them Bones. Thanks! I'll let y'all know how it turns out.

Edit:

I got it pretty close, but not the desired effect I wanted. Thus far it'll have to suffice as I keep testing various methods.

Anyone else have any ideas?

Subject: Re: Quick Question (Bone-Related)
Posted by Altzan on Mon, 08 Nov 2010 22:53:04 GMT
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Dealman wrote on Mon, 08 November 2010 11:10Correction; V_Turret is the turret mesh. I believe you mean the Turret-Bone.

Whoops
Yeah, that's what I meant.

Good luck getting it to work

Subject: Re: Quick Question (Bone-Related)
Posted by E! on Tue, 09 Nov 2010 17:24:36 GMT
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Barrel bone position = turret bone position = Angle of the barrel should work for 1 barrel. the second one could be added by script and with Action_Follow_Input it should exactly act like the other one. could be worth a try but note that they also fire at the same time.

Subject: Re: Quick Question (Bone-Related)
Posted by Dealman on Tue, 09 Nov 2010 17:38:50 GMT
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E! wrote on Tue, 09 November 2010 18:24Barrel bone position = turret bone position = Angle of the barrel should work for 1 barrel. the second one could be added by script and with

Action_Follow_Input it should exactly act like the other one. could be worth a try but note that they also fire at the same time.

Yeah, I know how to do it for 1 Barrel. It becomes more complicated when using 2 Barrels.

Also, I'm the wrong person to talk with when it's about Coding. And I wouldn't want my Barrels to fire at the same time... (Unless it already exists in LevelEdit, that is.)

Thanks for the Reply though!

Subject: Re: Quick Question (Bone-Related)
Posted by Gen_Blacky on Wed, 10 Nov 2010 02:43:42 GMT
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You definitely need to make a script that accounts for a second turret bone. Not sure if its possible to add new vehicle bone that renegade recognizes with just scripts.dll. With only one turret bone its hard to make it look half way decent. Both the barrels just follow the position of the turret bone. It looks really ugly without a second pivot point for one of the guns.

Subject: Re: Quick Question (Bone-Related)
Posted by my486CPU on Wed, 10 Nov 2010 07:58:22 GMT
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That is an interesting idea for a flame tank if you figure it out can you share the info? I was toying with the idea of putting two turrets on the gunboat for a map I'm working on and it occurred to me that I would probably need two turret bones.

Subject: Re: Quick Question (Bone-Related)
Posted by Gen_Blacky on Wed, 10 Nov 2010 09:06:51 GMT
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This is basically the best you can do with a single turret bone which is crap. My turret bone is centered between the guns.

http://www.youtube.com/watch?v=jORP2_bcXDc

Subject: Re: Quick Question (Bone-Related)
Posted by my486CPU on Wed, 10 Nov 2010 09:58:27 GMT
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Gen_Blacky wrote on Wed, 10 November 2010 04:06This is basically the best you can do with a single turret bone which is crap. My turret bone is centered between the guns.

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http://www.youtube.com/watch?v=jORP2_bcXDc

NICE   I think that's exactly what he wants to do. That would look sweet on a flame tank.

Subject: Re: Quick Question (Bone-Related)
Posted by Dealman on Wed, 10 Nov 2010 15:06:06 GMT
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my486CPU wrote on Wed, 10 November 2010 10:58Gen_Blacky wrote on Wed, 10 November 2010 04:06This is basically the best you can do with a single turret bone which is crap. My turret bone is centered between the guns.

http://www.youtube.com/watch?v=jORP2_bcXDc

NICE   I think that's exactly what he wants to do. That would look sweet on a flame tank.

Not exactly what I'd like but close. That's what my current Setting is like. As you can see when he exits the Tank - the Barrels are way off.

So yeah, some kind of Script or 2 independent Turret Bones/Pivot Points would be required.

Edit:
Does anyone know how to make Renegade not automatically smooth every fucking thing you put into it. It's seriously pissing me off as well as ruining my Models.

I've checked for settings in RenX/3ds MAX 8 when exporting it as W3D Asset, but nothing works. FML.