Subject: boning a vehicle
Posted by NACHO-ARG on Sun, 29 May 2011 19:00:47 GMT
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i fallow the renhelp tutorial but i get confused cause the one who maded explain how to merge weels bones of the mammoth tank thas does not even exist: WheelC01R.00, wheelP01RL.00, WheelP02R.00.
wen i try to merge this files from mammoth model i cant find them, there a lot of weels but no the ones i write above, anyone knows what are the right ones i must merge?

Subject: Re: boning a vehicle
Posted by danpaul88 on Mon, 30 May 2011 17:13:48 GMT
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The mammoth tank has tracks and therefore has different bone names to a vehicle which uses wheels like the Humvee. The documentation that comes with LevelEdit explains the difference and how to use each type.

\see RenegadePublicTools\HowTo\Vehicles\How to Construct a Renegade Vehicle.htm
\see RenegadePublicTools\HowTo\Vehicles\Vehicles.doc

Subject: Re: boning a vehicle
Posted by NACHO-ARG on Tue, 31 May 2011 16:54:34 GMT
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thanks dan i will see what i can do

Subject: Re: boning a vehicle
Posted by halo2pac on Thu, 02 Jun 2011 04:07:10 GMT
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I'm sorry but I have to say it. Do you like boning tanks?

Subject: Re: boning a vehicle
Posted by Distrbd21 on Thu, 02 Jun 2011 10:52:35 GMT
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halo2pac wrote on Wed, 01 June 2011 23:07I'm sorry but I have to say it. Do you like boning tanks?
LOL'd so hard..

Subject: Re: boning a vehicle
Posted by iRANian on Thu, 02 Jun 2011 12:55:32 GMT
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DistrbdSt0rm21 wrote on Thu, 02 June 2011 03:52halo2pac wrote on Wed, 01 June 2011
23:07I'm sorry but I have to say it. Do you like boning tanks?
LOL'd so hard..
i didnt

Subject: Re: boning a vehicle
Posted by kamuixmod on Thu, 02 Jun 2011 15:10:37 GMT
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I see people with perverted thoughts

Subject: Re: boning a vehicle
Posted by halo2pac on Sat, 04 Jun 2011 20:34:02 GMT
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kamuixmod wrote on Thu, 02 June 2011 11:10I see people with perverted thoughts

So you like observing perversion? Isn't that the same as watching fetish porn?

Subject: Re: boning a vehicle
Posted by my486CPU on Mon, 06 Jun 2011 16:31:09 GMT
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I found this tutorial to be extremely helpful.

http://www.pokemonca.net/rh/index.php?mod=Tutorials&action=view&id=59

Subject: Re: boning a vehicle
Posted by Gen_Blacky on Mon, 06 Jun 2011 16:54:03 GMT
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You should also look at this

Subject: Re: boning a vehicle
Posted by my486CPU on Mon, 06 Jun 2011 19:14:05 GMT
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I almost forgot about that tutorial Gen_Blacky. I remember you gave me that link a while back and it was indeed helpful.
Ftw, why stop there we should also mention wire animation.

Here is a two part video tutorial:

Part1 http://www.youtube.com/watch?v=x5isvIAu6T8

Part2 http://www.youtube.com/watch?v=7QwB4ZFejQQ&feature=related

The tutorial was done in 3ds but you can do this in renx by manually assigning the controllers to your object's via Track View.

A bunch of renx screen-shots as to how to assign the controllers:

Edit: I should mention you don't have to do it the same way as he describes you can connect each wheel's rotation individually with the object that uses the position controller.
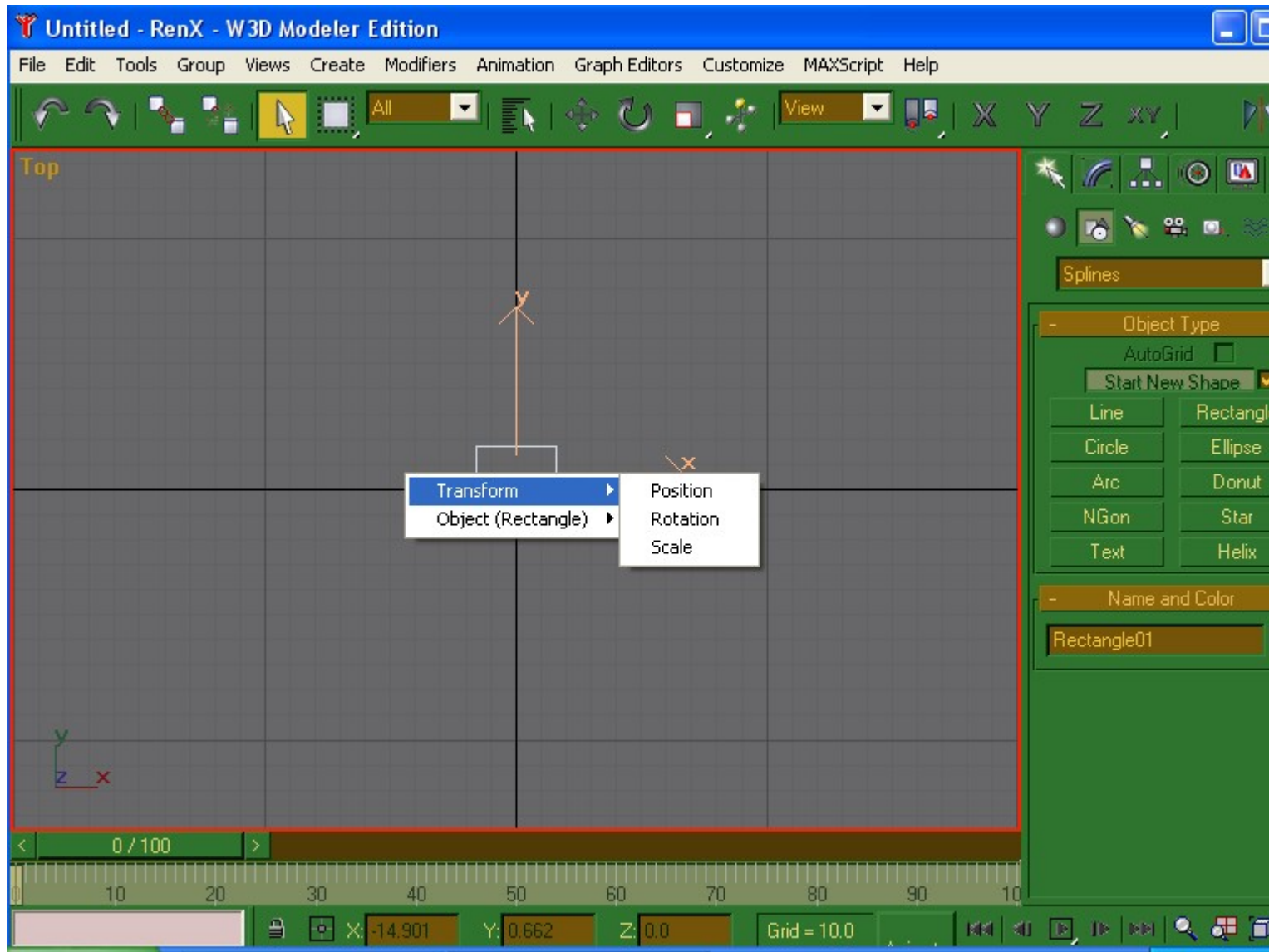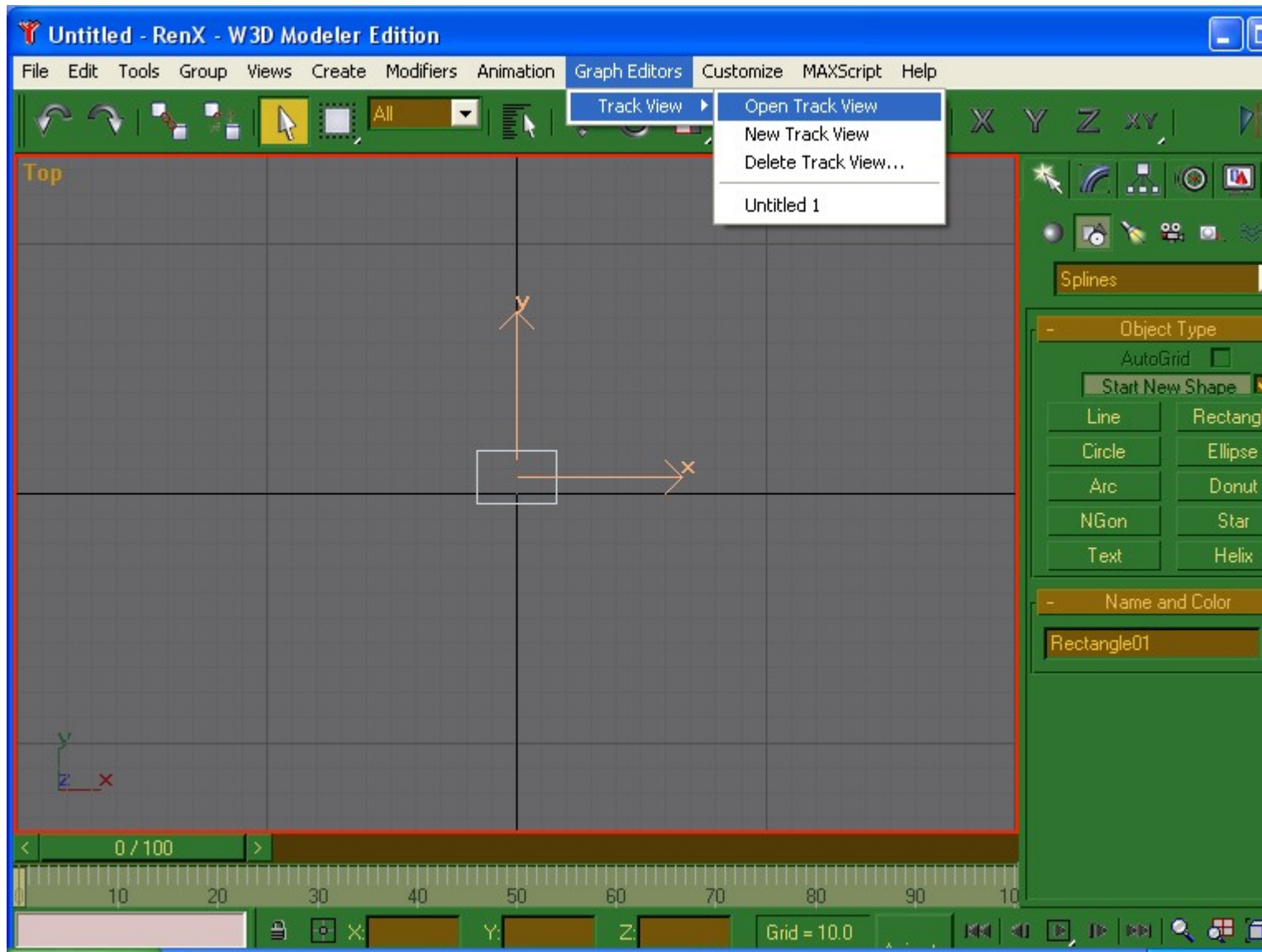
File Attachments
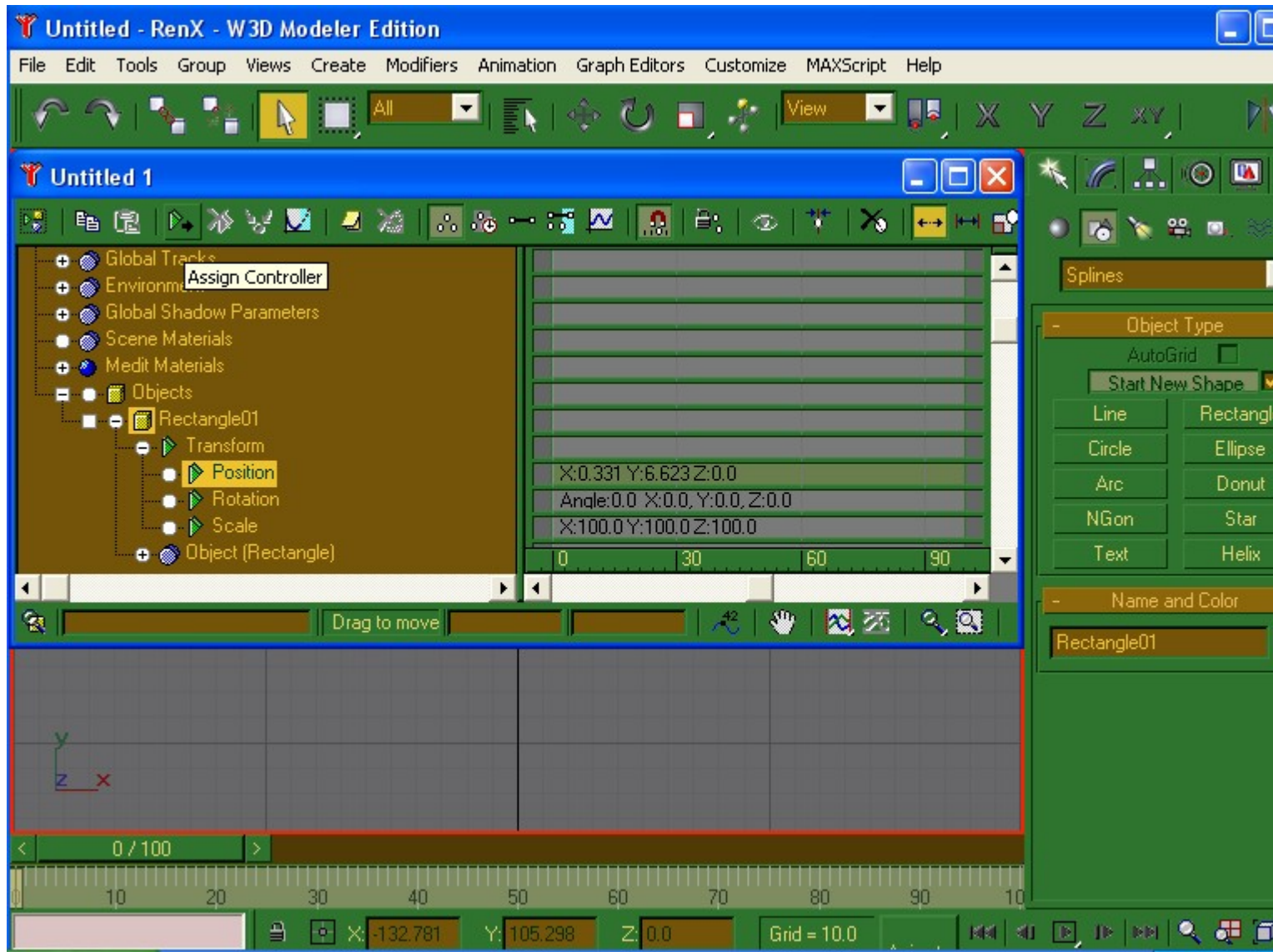1) ss1.jpg, downloaded 763 times

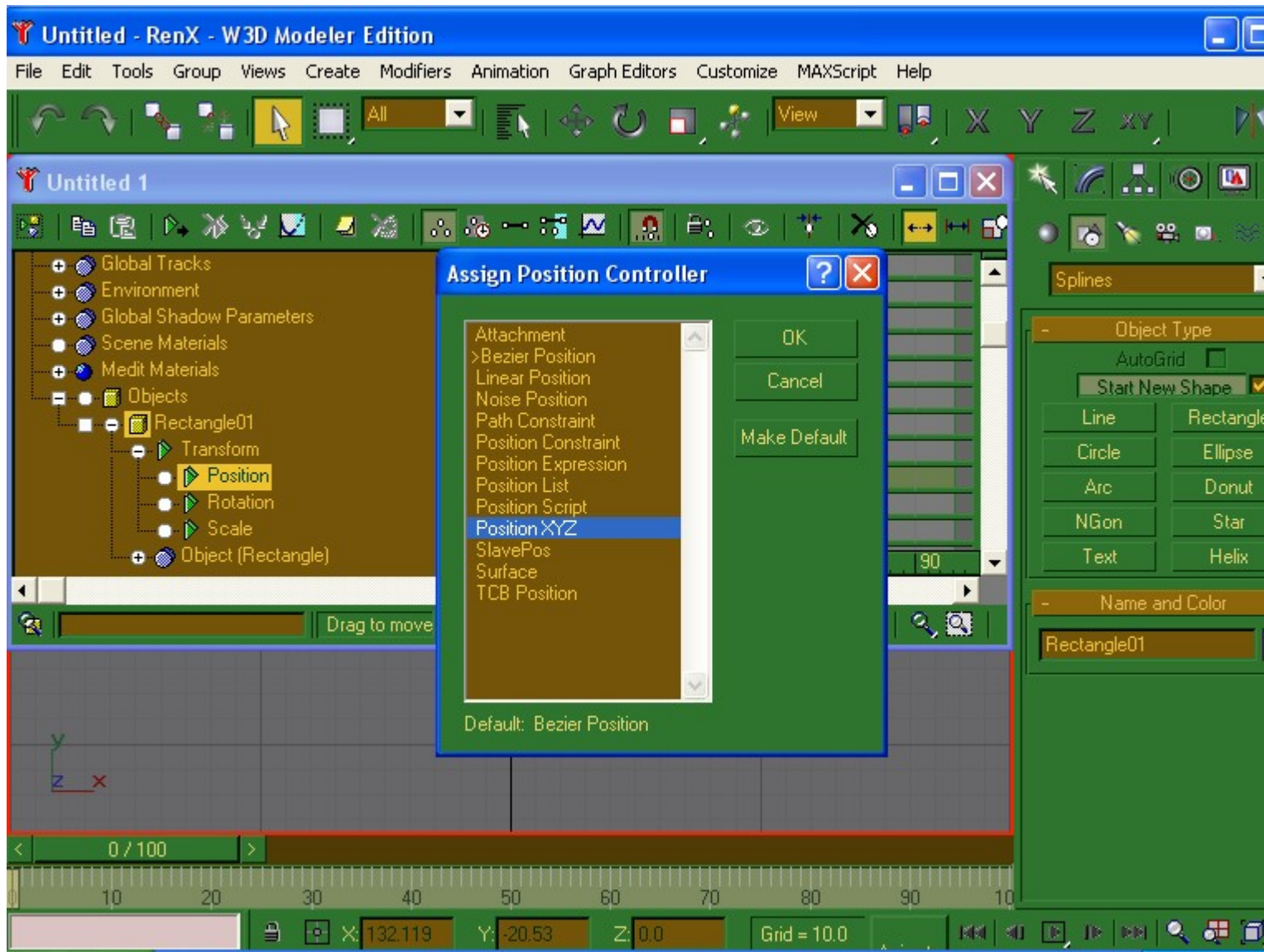2) ss2.jpg, downloaded 764 times

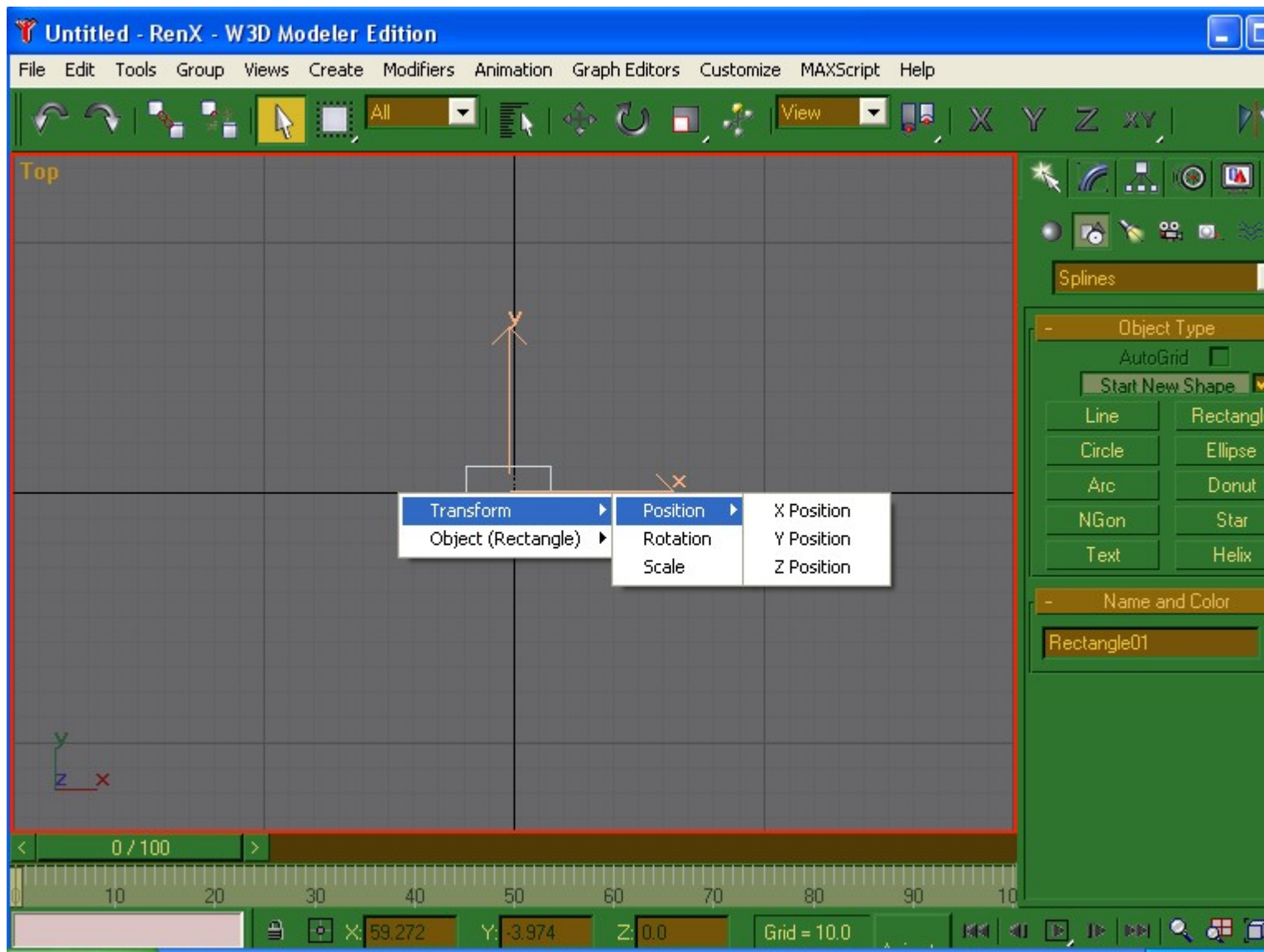3) ss3.jpg, downloaded 774 times

4) ss4.jpg, downloaded 768 times

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5) ss5.jpg, downloaded 760 times

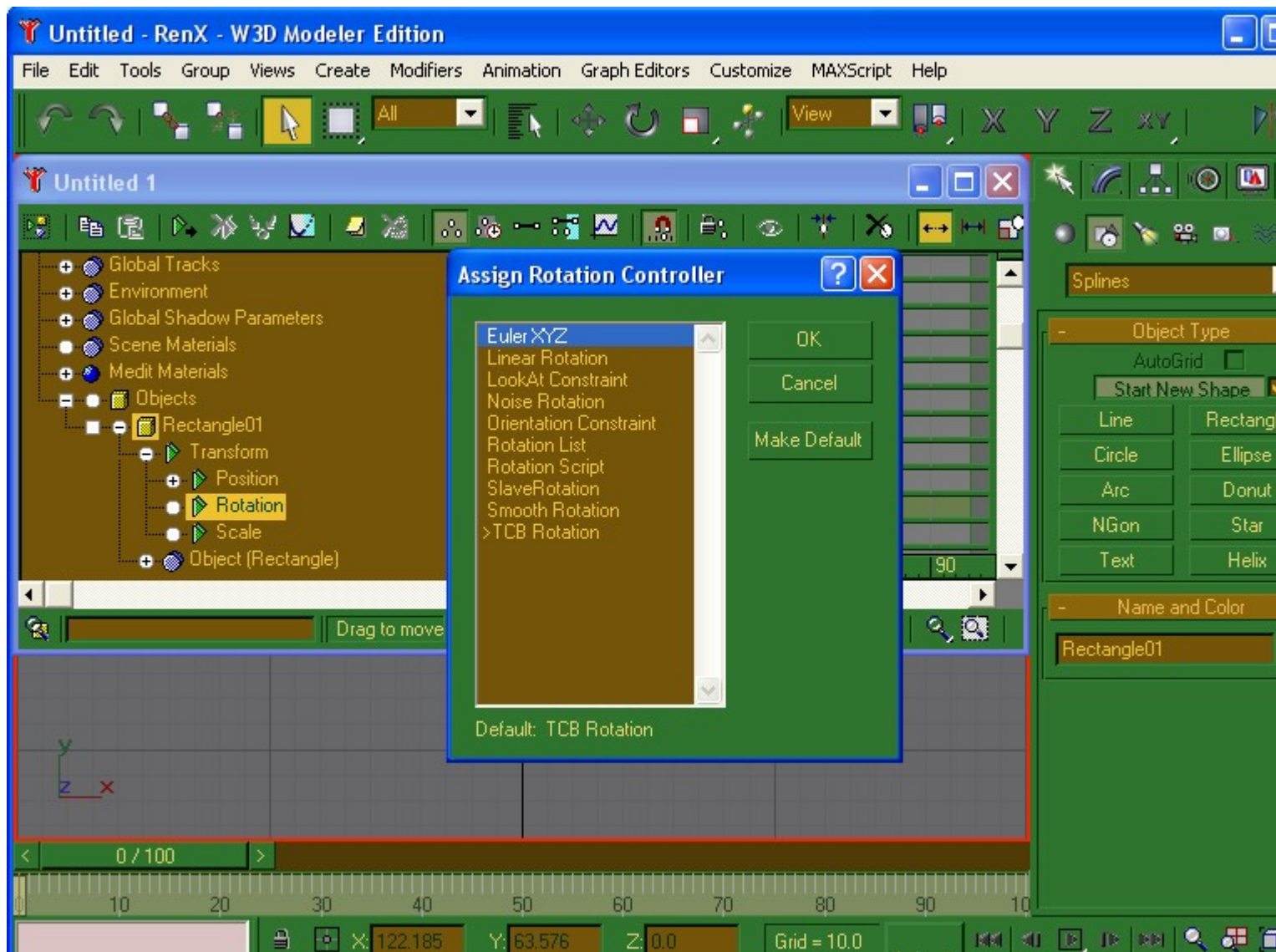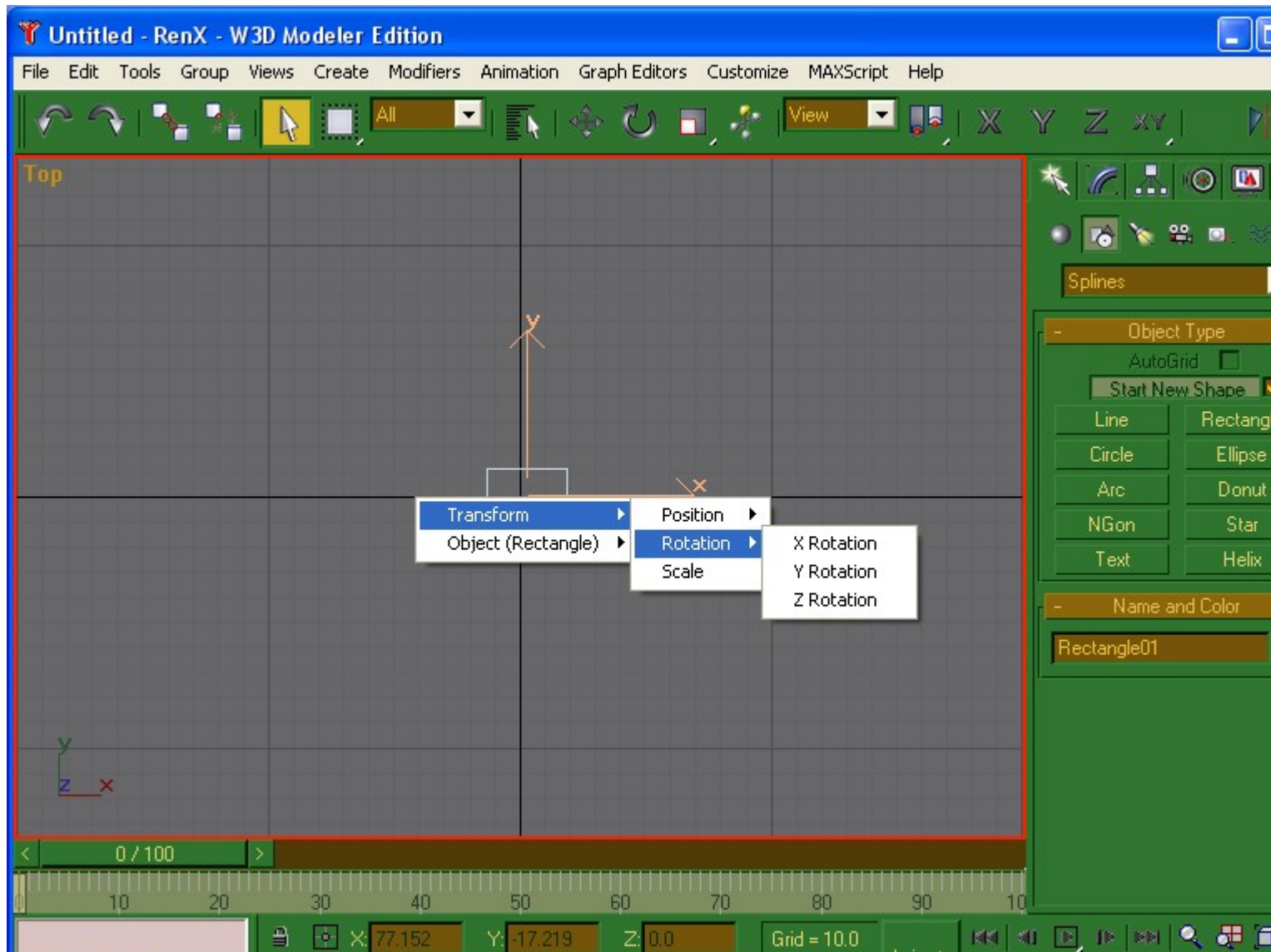6) ss6.jpg, downloaded 753 times

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7) ss7.jpg, downloaded 751 times

8) ss8.jpg, downloaded 751 times

Subject: Re: boning a vehicle
Posted by NACHO-ARG on Tue, 07 Jun 2011 14:31:38 GMT
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thanks a lot man, this will help me so much.

Subject: Re: boning a vehicle
Posted by Gen_Blacky on Tue, 07 Jun 2011 14:53:45 GMT
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Yea very nice tut my486CPU