
Subject: Need help with animation... (Nevermind)
Posted by [\[REHT\]Spirit](#) on Mon, 09 Jun 2003 17:36:59 GMT
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Ok, I'm trying to make an animation where the origin bone of a vehicle rotates constantly, but this in turn makes the vehicle rotate constantly and disappear. Any idea how to make it so just the origin rotates??

Subject: Need help with animation... (Nevermind)
Posted by [Captkurt](#) on Mon, 09 Jun 2003 17:40:17 GMT
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stuff, I don't do vehicles, but sometimes wish I did. Sorry.

I've done alot with animations.

Subject: Need help with animation... (Nevermind)
Posted by [\[REHT\]Spirit](#) on Mon, 09 Jun 2003 18:03:05 GMT
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My only prob is that because everything is linked to the origin, by default everything turns with the origin. All I need to know is how to turn the origin without turning every linked object.

Subject: Need help with animation... (Nevermind)
Posted by [laeubi](#) on Mon, 09 Jun 2003 18:25:03 GMT
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- a) delink all objects from orgin
 - b) just make an new bone at the postion of the orgin bone
-

Subject: Need help with animation... (Nevermind)
Posted by [\[REHT\]Spirit](#) on Mon, 09 Jun 2003 20:26:49 GMT
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Ok, here's what I'm doing:

From the looks of it, Renegade takes the origin bone, or whatever bone is linked and considered as the origin as the core position and all of the vehicle. Probally rotation too.

In other words.....if an animation can rotate just the origin.....we just might be able to make A-10s barrel roll and all without exploding.

So how do I rotate just the origin without replacing it and whatever?

Subject: Need help with animation... (Nevermind)

Posted by [\[REHT\]Spirit](#) on Tue, 10 Jun 2003 22:57:28 GMT

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Ok, 2 things:

1: I figured out how to do it (some said it was impossible to do this anyway so don't laugh at me), missed the little button that apparently works in Animations.....

2: If the animation is animating, then the idea does not work. I did however see that there isn't a real big need for this idea though, as there is plenty of time to barrel roll (I had to actually keep myself upside down to see if this was working, otherwise I tipped right side up, plenty of time to barrel roll).
