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Subject: My new goal.... (any hints/tips?)

Posted by [Madtone](#) on Thu, 12 Jun 2003 06:10:39 GMT

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Ok, i can skin and i can model, but now i have decided to learn how to bone my models to be playable in Ren.

In hints/tips for a newbie to boning, not asking for a tut ( i got RenHelp) just any hints/tips you have found along the way...

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Subject: My new goal.... (any hints/tips?)

Posted by [General Havoc](#) on Thu, 12 Jun 2003 13:07:18 GMT

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Yeah the tutorial in Renhelp is wrong. Well the majority of it is fine, just the bone linking is a bit messed up. Still it's a good tutorial to follow, when you come to link the bones make sure you attach the Track/Wheel model to the wheelC bone and not the wheelP bone. The wheelC bone is attached to the WheelP bone and not along with the wheel/track, the wheel/track is attached to the WheelC bone on it's own. May sound a little confusing at the moment but you should get the hang of it.

Remember when importing bones ditch anything that doesn't have a ".00" after it as it is used for LOD models and will confuse you to hell. Another thing is that all of WS models have more bones than are actually used in the game so you can ditch a lot of them too, it will become clear after you have done it once. Basically a basic vehicle (such as seden, no weapon)is made up of the bones below:

Origin

- WheelP00es
  - |-WheelC00es
  - |-WheelL01
- WheelP01es
  - |-WheelC01es
  - |-WheelL02
- WheelP02e
  - |-WheelC02e
  - |-WheelR01
- WheelP03e
  - |-Wheel03e
  - |-WheelR02
- WorldBox

If you need anything to work from I have the gmax file of that ambush buggy model of your I boned. It worked great in game if you downloaded that test map I did.

\_General Havoc

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Subject: My new goal.... (any hints/tips?)

Posted by [Madtone](#) on Thu, 12 Jun 2003 14:58:48 GMT

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\_General Havoc

Ahh, ok.... thanks for letting me know before i found out the hard way!!

Umm, yeah the .gmax of the ambush jeep would be great.

once i got this all figured out, expect a whole bunch of \*boned\* and ready to import into a map vehicles!

Just upload the .gmax to ModX pwease

Thanks a bunch

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Posted by [General Havoc](#) on Thu, 12 Jun 2003 17:19:45 GMT

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Download [HERE!](#)

I would have uploaded it earlier but I started playing Planetside and it sucked me in for like 6 hours. The fact that the game crashed is why I am off it now. Think I need to reinstall it.

\_General Havoc

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