Subject: Help with Exdeath's boned E3 models
Posted by icedog90 on Wed, 03 Jan 2007 08:04:29 GMT
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Edit...

I didn't realize it got released. This topic has now turned into a plea for help. See below.

Subject: Re: TO EXDEATH
Posted by Slave on Wed, 03 Jan 2007 23:11:42 GMT
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 http://www.renegadeforums.com/index.php?t=msg&goto=228124&rid=21982&
srch=tank#msg_228124

Subject: Re: TO EXDEATH
Posted by icedog90 on Wed, 03 Jan 2007 23:16:32 GMT
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So he did release them. Thanks for the link. Exdeath, if you read this, I'd like to know if you are
planning on rigging any other E3 models... like the harvester and flame tank.

Subject: Re: TO EXDEATH
Posted by icedog90 on Thu, 04 Jan 2007 01:39:57 GMT
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Well, I got the E3 Buggy to work... (which is surprising, since most of my Renegade modding
knowledge has deteriorated) but it has some nasty issues. The suspension seems screwed up,
but I never touched the physics.

Right here you can see how it's too high.

The wheels get stuck under the terrain very easily.

It seems like the bones are placed incorrectly, but I'm not totally sure. They may be like this on
purpose and the reason could be something else. I don't know too much about boning - I've only
done it once.

Can anyone please elaborate on this so that I could attempt to fix the problem?
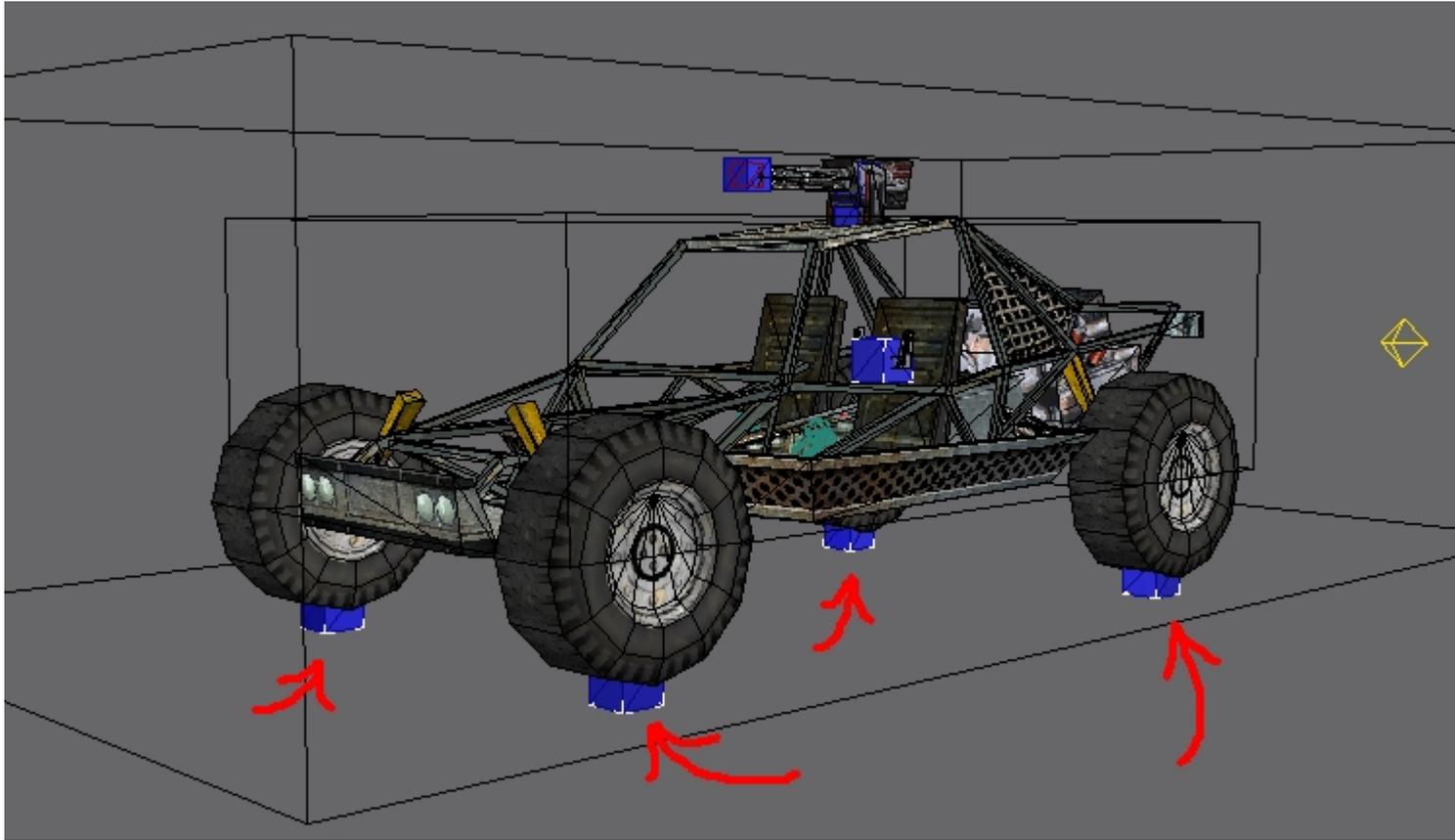
File Attachments
1) 1.jpg, downloaded 670 times

2) 2.jpg, downloaded 649 times

3) 3.jpg, downloaded 648 times

Subject: Re: TO EXDEATH
Posted by Canadacdn on Thu, 04 Jan 2007 01:40:51 GMT
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Those old Ren textures are ugly as shit. Same with the weird square engine.

The buggy is one model I'm glad they remade.

Subject: Re: TO EXDEATH
Posted by Jerad2142 on Thu, 04 Jan 2007 05:22:10 GMT
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You will have to rebind the yellow suspension pieces.

Subject: Re: Help with Exdeath's boned E3 models
Posted by Spice on Thu, 04 Jan 2007 06:10:10 GMT
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Aye, it's great to see them being used!

On the animation slider, change it to frame two and re-export the model. That should fix your problem.

I'm not sure how I missed this posted when I check the forums yesterday. I could rig them up, write a tutorial while I'm at it.

Subject: Re: Help with Exdeath's boned E3 models
Posted by icedog90 on Thu, 04 Jan 2007 07:05:51 GMT
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Wow, that was a simple fix... thank you.

And thanks for replying, it would be sooo neat if you did that.