Subject: Vehicle bones
Posted by DL60 on Sun, 22 Apr 2007 19:56:48 GMT
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I started boning vehicles for Ren some days ago but now I have little problem with a VTOL.

It's a simple one: the body mesh, a turret mesh and a mesh for the barrel. I set up the bones for it with the help of the renhelp-tutorials. The problem is that turret + barrel-mesh bounce normal up and down (like apache/orca) but NOT the body mesh.

I checked the links, re-linked the bones, looked up the bone-structure in other files with VTOLs, importet the xref-objs and so on but nothing helped.

Here is picture from my structure:

```
File Attachments
1) vtol.jpg, downloaded 253 times
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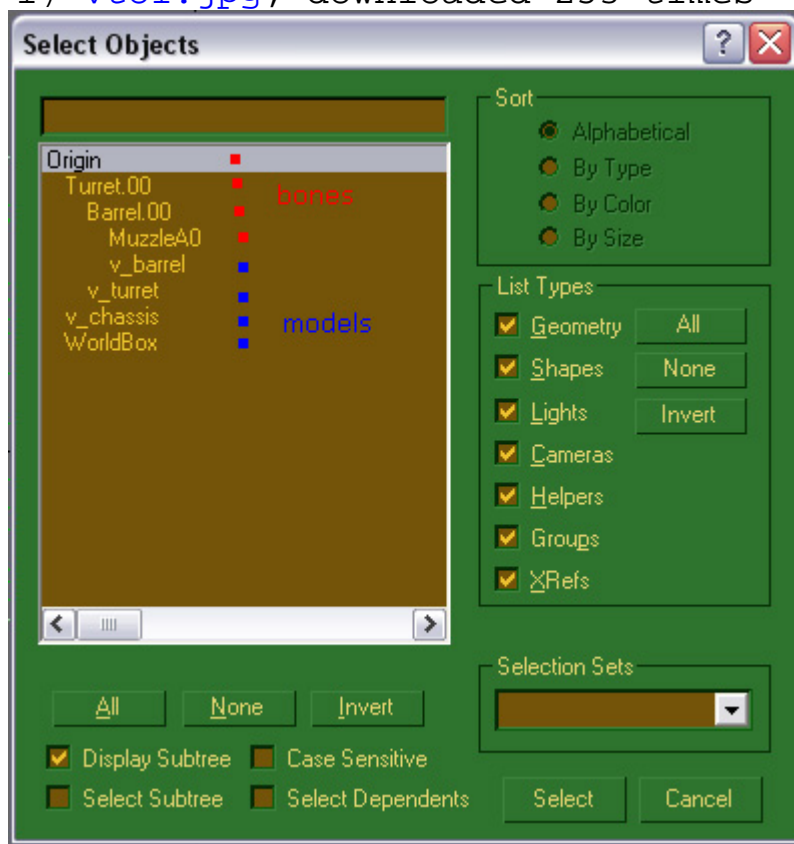

Subject: Re: Vehicle bones
Posted by danpaul88 on Sun, 22 Apr 2007 20:18:20 GMT
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You need wheel bones

Just make two sets of wheel bones linked to nothing, one on each side of your model. The engine uses these to work out how the VTOL will land on the ground and such. They don't need to be linked to a wheel in the model, just to the origin.

Subject: Re: Vehicle bones
Posted by Jerad2142 on Mon, 23 Apr 2007 16:08:04 GMT
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This is because you still have the animation for either the orca or apache in the animation box. Go into level editor and remove apache.apache or m_orca.m_orca (it will be something like that) from the animation field. Or go into RenX and attach every thing to the origin bone, your air craft does not need wheel bones.

Subject: Re: Vehicle bones
Posted by DL60 on Mon, 23 Apr 2007 17:23:31 GMT
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Thanks. No it works^^