
Subject: boning a vehicle

Posted by **NACHO-ARG** on Sun, 29 May 2011 19:00:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

halo2pac wrote on Wed, 01 June 2011 23:07 I'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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

I see people with perverted thoughts

Subject: Re: boning a vehicle

Posted by [halo2pac](#) on Sat, 04 Jun 2011 20:34:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

You should also look at this

Subject: Re: boning a vehicle

Posted by [my486CPU](#) on Mon, 06 Jun 2011 19:14:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

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=x5isvlAu6T8>

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:

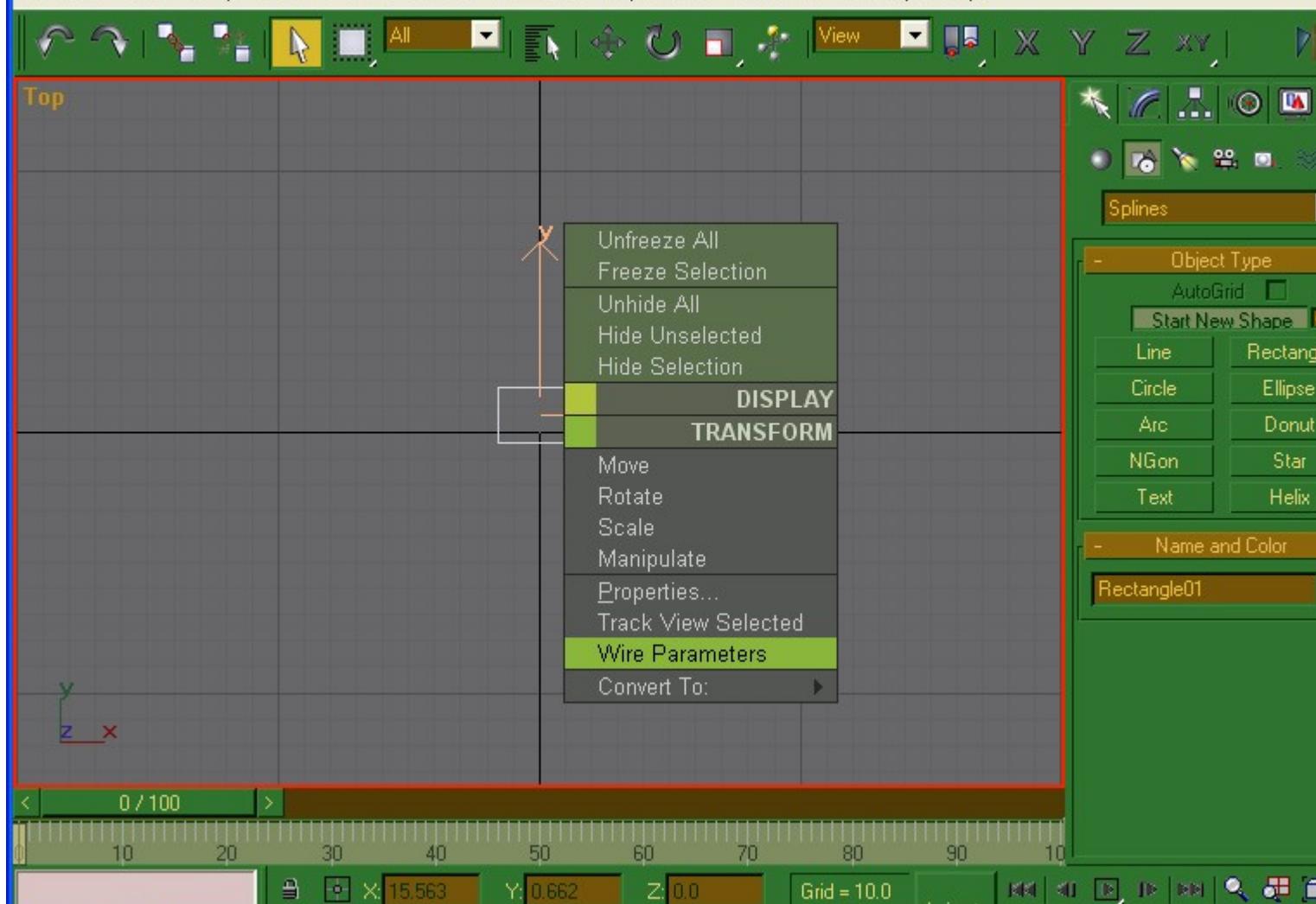
Edit: I should mention you don't have to do it the same way as he describes you can connect each wheel's rotation individually with the object that uses the position controller.

File Attachments

1) [ss1.jpg](#), downloaded 798 times

Untitled - RenX - W3D Modeler Edition

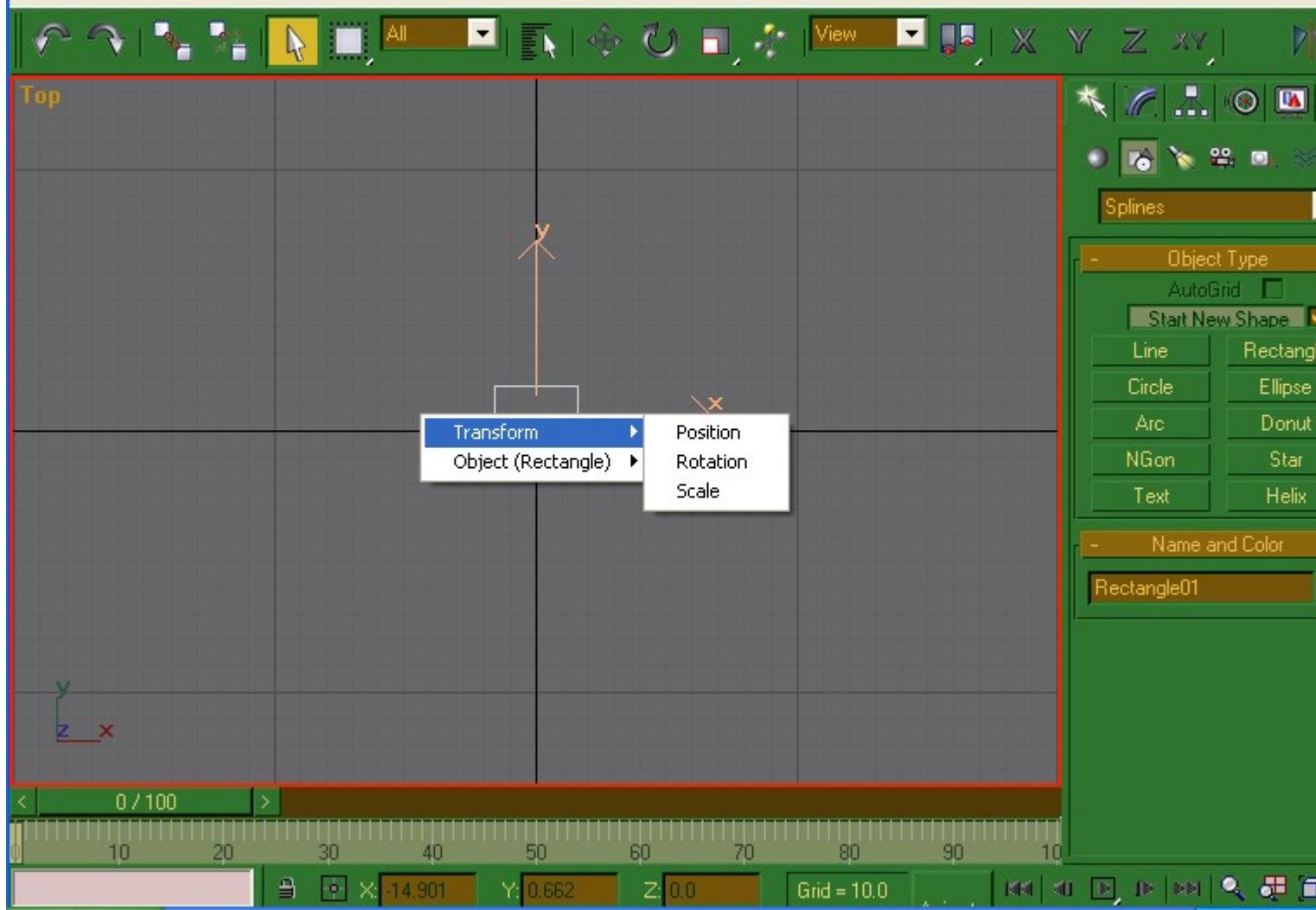
File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help



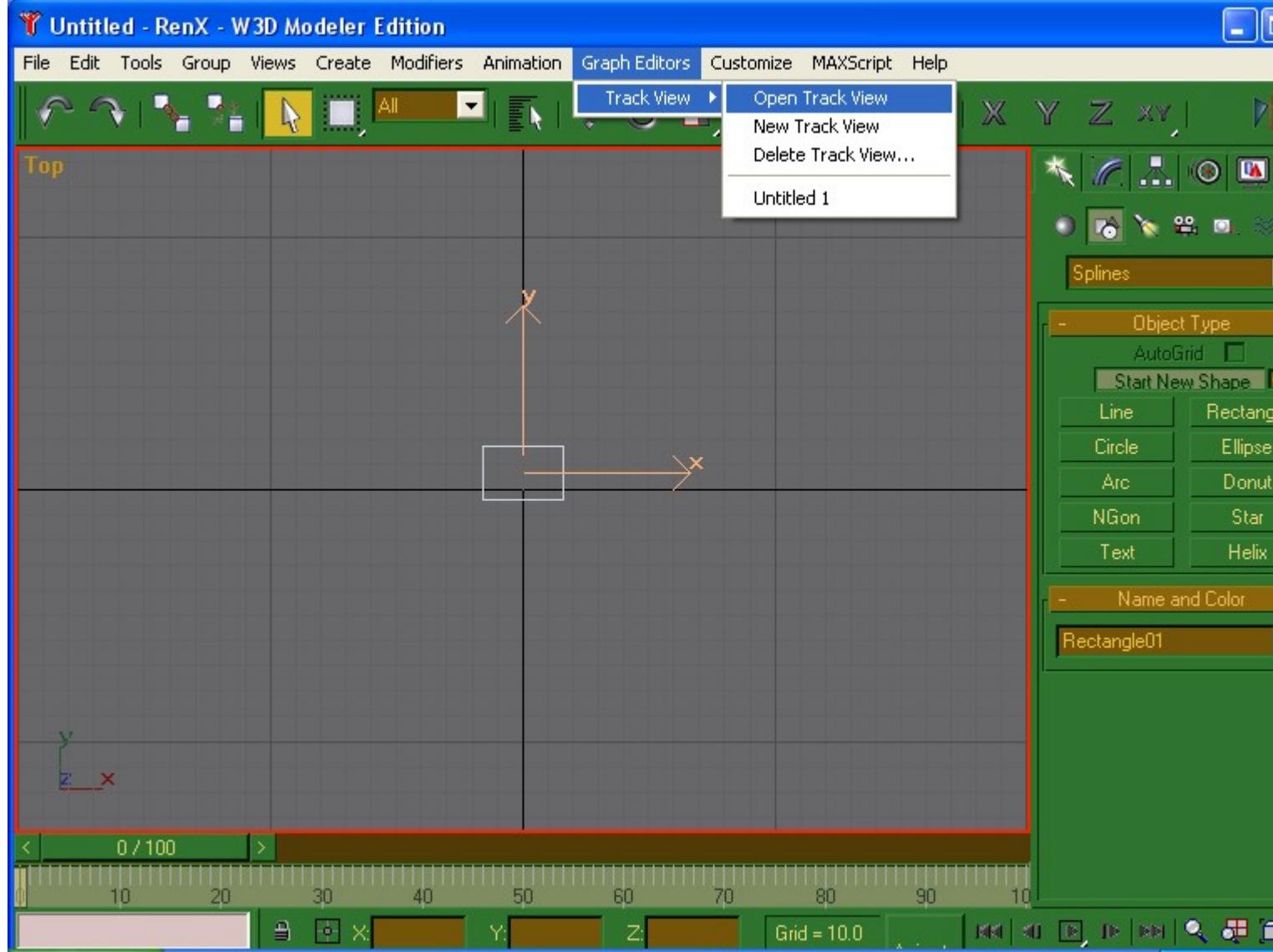
2) [ss2.jpg](#), downloaded 799 times

Untitled - RenX - W3D Modeler Edition

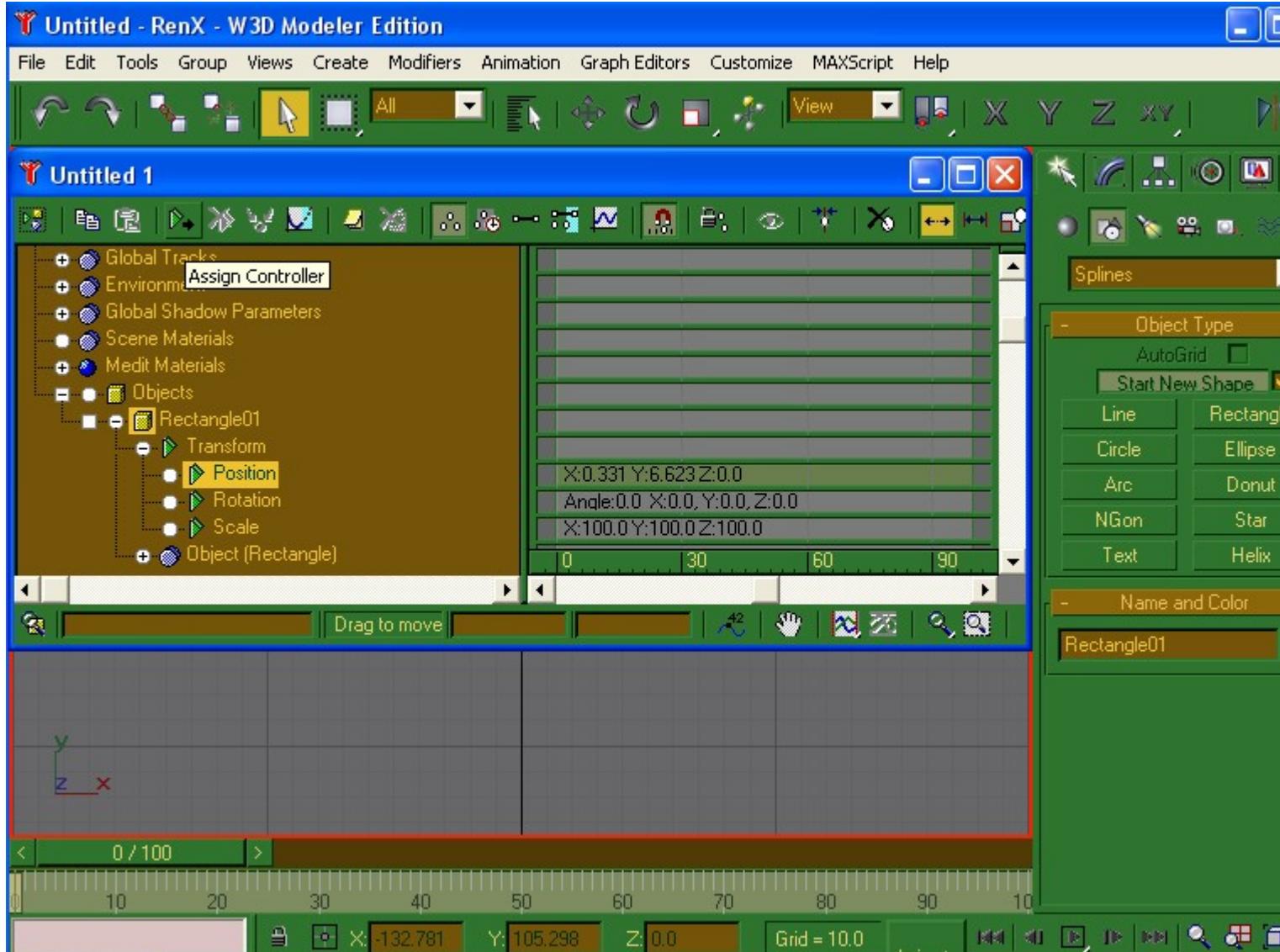
File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help



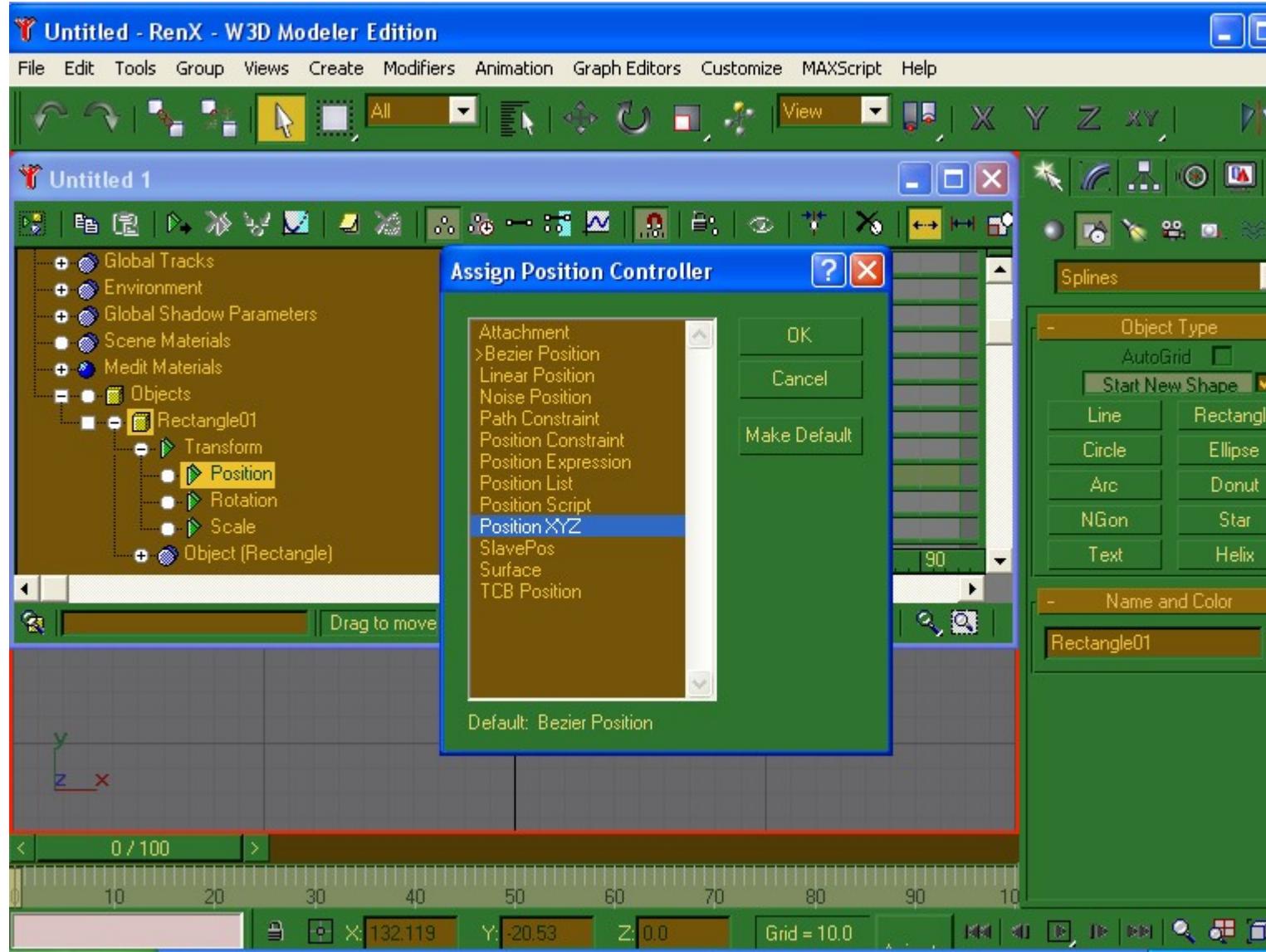
3) [ss3.jpg](#), downloaded 811 times



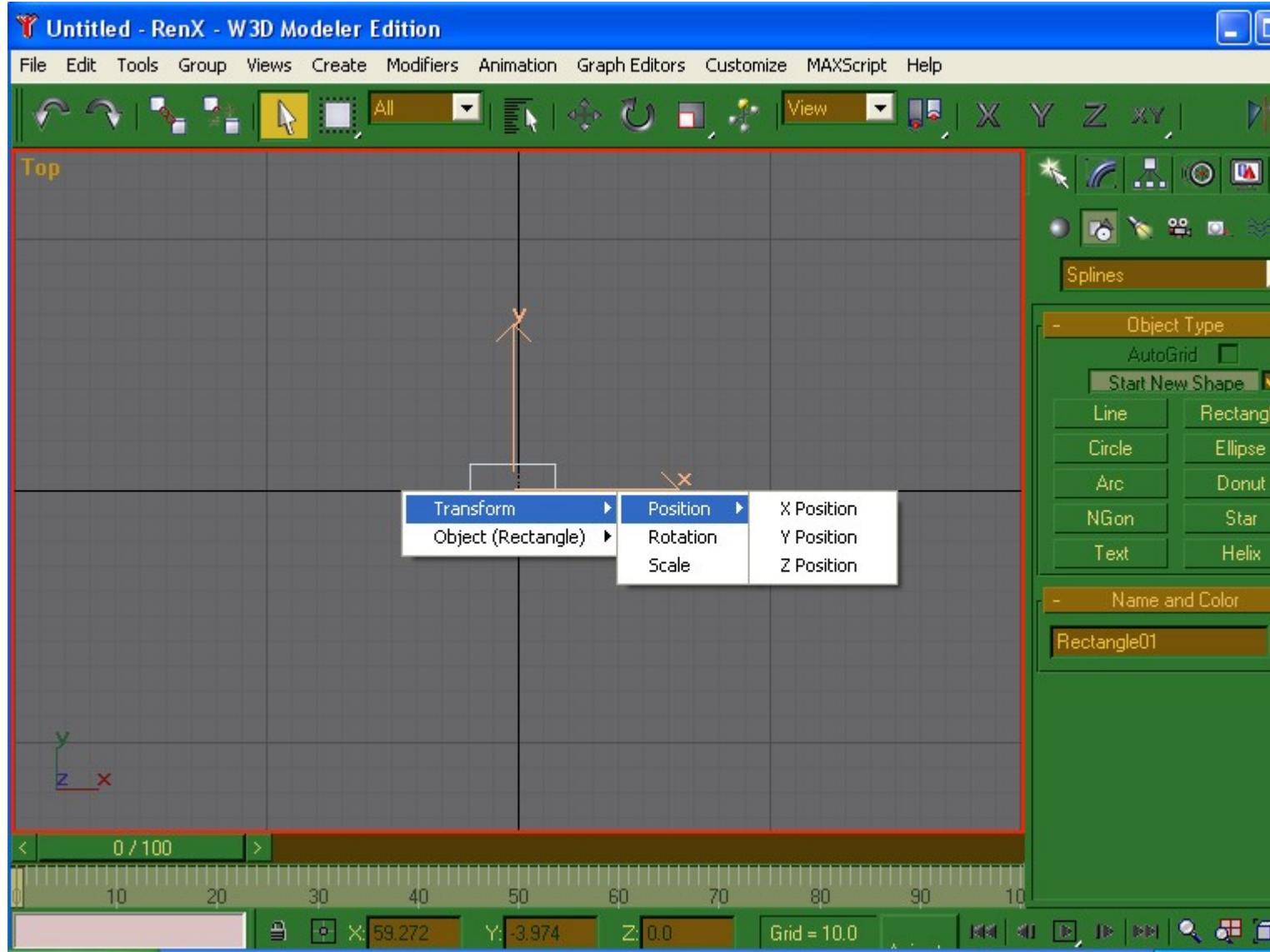
4) [ss4.jpg](#), downloaded 799 times



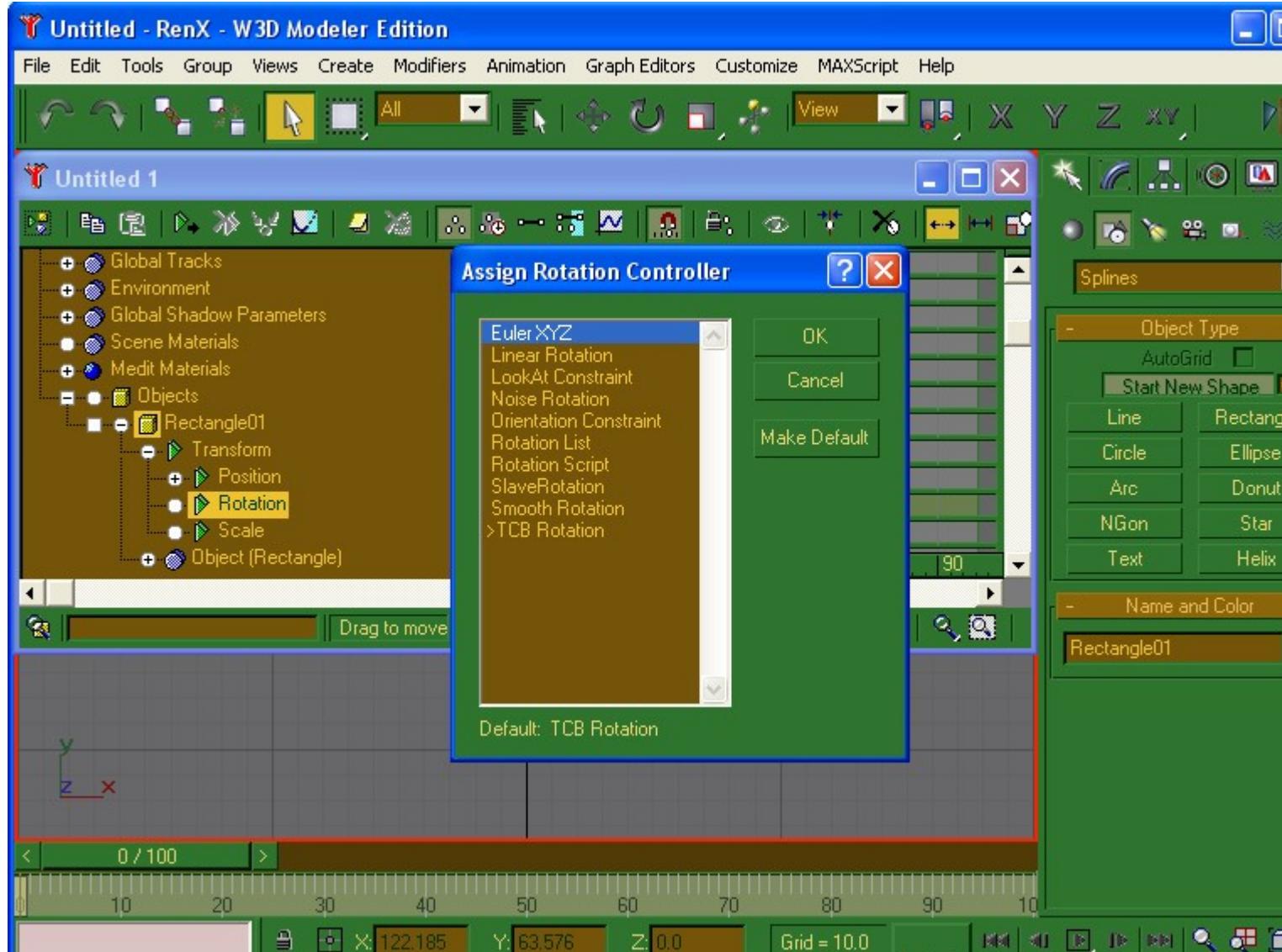
5) [ss5.jpg](#), downloaded 796 times



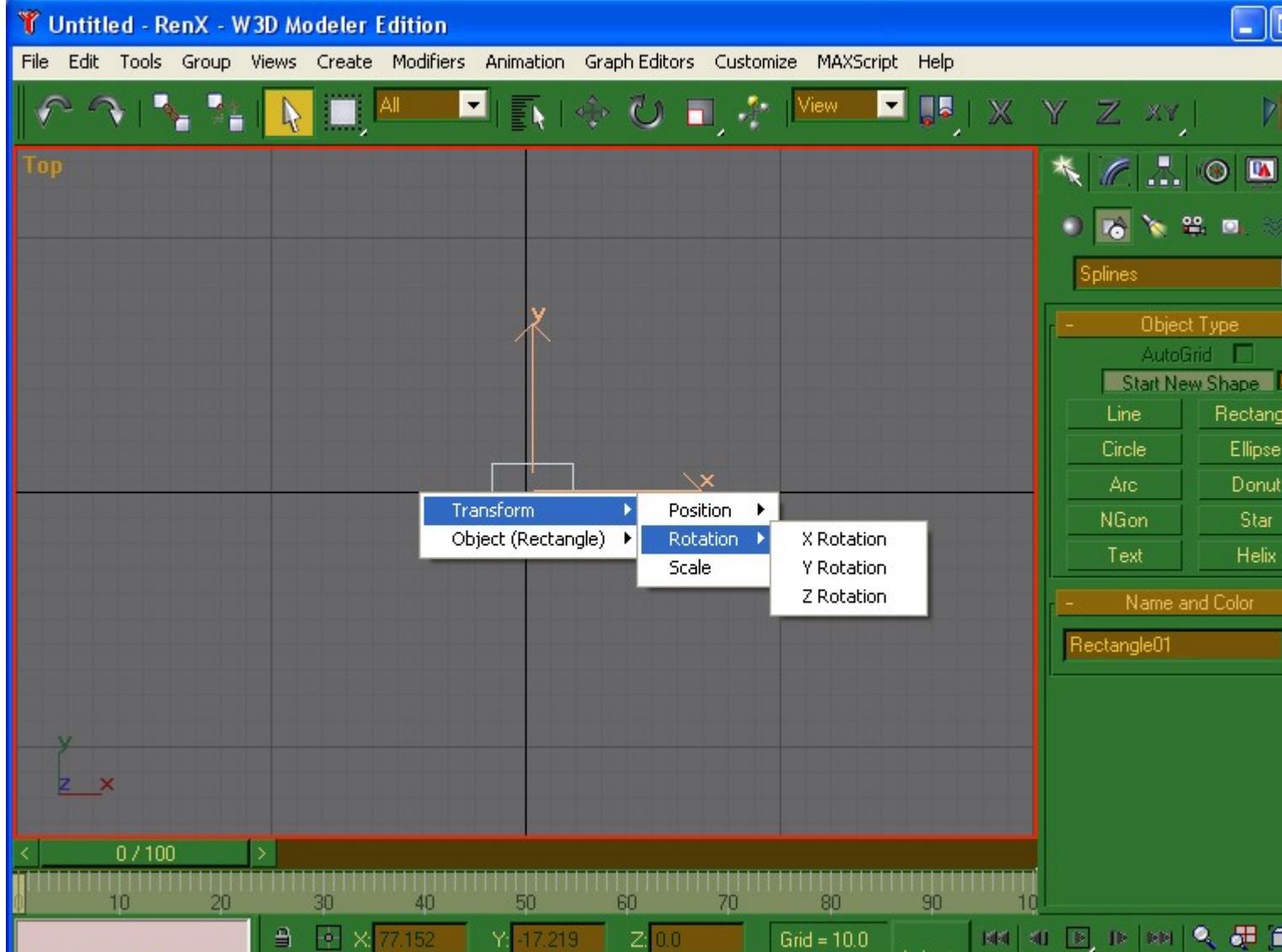
6) [ss6.jpg](#), downloaded 787 times



7) [ss7.jpg](#), downloaded 782 times



8) [ss8.jpg](#), downloaded 786 times



Subject: Re: boning a vehicle

Posted by [NACHO-ARG](#) on Tue, 07 Jun 2011 14:31:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

Yea very nice tut my486CPU
