Subject: GDI MRLS vehicle bones problem
Posted by Aircraftkiller on Mon, 22 Aug 2011 03:03:38 GMT
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I can't seem to get this to work correctly. I imported the vehicle into Max 8 and fixed a lot of the problems it had. For example, it now has a material so that it sounds like metal when shot, instead of sounding like nothing when shot. The missiles were fixed to be more MRLS-like after consulting some photo references, and I've rigged wheels to it. It also has muzzle emitters linked to the muzzles so that it shoots fire/smoke, again, instead of nothing.

The problem I'm getting is that only the left side of the vehicle produces any kind of engine force. Thus it only spins around in circles and the right wheels refuse to move at all. Can someone take a look at this file and see what's wrong? It would be greatly appreciated.

```
File Attachments
1) v_GDI_MRLS.max, downloaded 219 times
```

Subject: Re: GDI MRLS vehicle bones problem
Posted by Gen_Blacky on Mon, 22 Aug 2011 03:05:42 GMT
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Ill take a look.

Subject: Re: GDI MRLS vehicle bones problem
Posted by Aircraftkiller on Mon, 22 Aug 2011 03:29:59 GMT
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Have any idea what's going on with it yet? I've checked every link and I can't seem to find the problem.

Subject: Re: GDI MRLS vehicle bones problem
Posted by danpaul88 on Mon, 22 Aug 2011 08:04:14 GMT
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If blacky doesn't get back to you today give me a nudge on MSN / IRC tonight (9+ hours from now, when I am home from work) and I will take a look.

Subject: Re: GDI MRLS vehicle bones problem
Posted by E! on Mon, 22 Aug 2011 18:45:13 GMT
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your problem are the bone names. i.e. if wheel 9 is on the left track it can't be also on the right.

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you got WheelP09LF AND WheelP09RF which doesnt work. each Wheel# must be unique afaik. while this example is a fake wheel and doesn't have any force but u made the same mistake for the "real" wheels too.
btw i guess the first and last wheel of each track should turn in a fixed position cause they don't touch the ground right? did it work the way u linked it? i don't think so...

Subject: Re: GDI MRLS vehicle bones problem
Posted by Aircraftkiller on Mon, 22 Aug 2011 18:48:23 GMT
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Thanks for pointing out that problem. I wasn't aware that the naming convention was that strict. I'll test it out now and see if it works.

/Yep, it works now. Thanks so much!

Subject: Re: GDI MRLS vehicle bones problem
Posted by E! on Mon, 22 Aug 2011 18:52:55 GMT
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tell me if it worked pls

Subject: Re: GDI MRLS vehicle bones problem
Posted by Aircraftkiller on Mon, 22 Aug 2011 18:54:55 GMT
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Indeed it does. You are a life saver! I was up for hours trying to figure out where I went wrong.

Subject: Re: GDI MRLS vehicle bones problem
Posted by E! on Mon, 22 Aug 2011 18:58:20 GMT
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same for me as i figured that out. however does your first and last wheels of each track work as they should?(i guess they shall only turn cause they don't touch the ground)

Subject: Re: GDI MRLS vehicle bones problem
Posted by Gen_Blacky on Tue, 23 Aug 2011 02:48:39 GMT
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Guess I waited to long Xd. I had a corrupted hdd and my pc was incapacitated recovering files.

Subject: Re: GDI MRLS vehicle bones problem
Posted by liquidv2 on Tue, 23 Aug 2011 06:00:24 GMT

excuses excuses!