Subject: Bones
Posted by maytridy on Thu, 24 Apr 2003 21:31:27 GMT
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What makes up a bone? Is there a tut on how to make bones for a vehicle? I looked in the tutorial thread, and followed it, but it just says to use the Mamoth bones, and i want to bone a 4-wheel vehicle, not a vehicle with treads. I tried using the humvee bones, but there are like 5 bones for each wheel, and they all have the same name, so i dont know what to do. I looked in RenHelp, but i coudn't fin what i was looking for. Any ideas?

Subject: Bones
Posted by Toasty on Thu, 24 Apr 2003 21:35:42 GMT
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lol i used the bones from the mammy and i cant get my tank moving now :s

Subject: Bones
Posted by General Havoc on Thu, 24 Apr 2003 21:45:27 GMT
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I followed that tutorial, it is helpful just ignore the stuff about the tracks and it's easy. Basically what I did was to import the pickup trucks bones then remove the ones you don't need. The tutorial does explain a bit later on that you can remove the ones that have a number after them. I just kept all of the bones that had ".00" after them and removed all the others. Each wheel should have a "P" bone and a "C" bone. The turret should have a turret, barrel and muzzle bone to allow the weapon to move and fire. You can remove the muzzle flash bone also.

I ended up with:

```
Origin       -Vehicles centre of gravity
Worldbox     -Bounding Box
WheelC01s  -Centre Wheel Bone (S=steering)
WheelC02e  -Centre Wheel Bone (E=Engine)
WheelC03s  -Centre Wheel Bone (S=steering)
WheelC04e  -Centre Wheel Bone (E=Engine)
WheelL1      -Actual wheel
WheelL2      -Actual wheel
WheelR1      -Actual wheel
WheelR2      -Actual wheel
WheelP01s  -Position Wheel Bone (S=steering)
WheelP02e  -Position Wheel Bone (E=Engine)
WheelP03s  -Position Wheel Bone (S=steering)
WheelP04e  -Position Wheel Bone (E=Engine)
v_Turret     -Actual turret
v_chassis    -Actual chassis
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v_barrels   -Actual gun barrel
turret   -turret bone
muzzlea0   -muzzle A0 (where projectile comes from)

_General Havoc

Subject: Bones
Posted by maytridy on Thu, 24 Apr 2003 22:37:18 GMT
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Thanks alot!! Now, I should only bone the two front wheels with engine and steering and the back wheels with just E=Engine right?

Subject: Bones
Posted by bigwig992 on Thu, 24 Apr 2003 22:55:18 GMT
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Bones are cubes with certain names. Just make a good sized cube and name it WheelP01 or something like that. Keep open the westwood tutorial or ren help when naming them. For wheels, bones go like this in order:

Physical Wheel mesh -->WheelC --> WheelP --> Origin

Subject: Bones
Posted by maytridy on Thu, 24 Apr 2003 23:04:08 GMT
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I GOT IT TO WORK!!! YAY! I'M SO EXCITED!!

Thanks alot for the help guys!!