Subject: Model Making and Bones
Posted by **teleport** on Wed, 02 Jul 2003 14:18:18 GMT
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Ok, say I've made a model in Gmax (or in 3dsmax) and saved it as a W3D file.

Say for example its a Mech (large robot).

Is there any way I can set up the bones/animation so that the file will move right.

Could I replace an existing tank model with a mech say replacing the twisting of the tanks turret for the twisting of the Mechs waist?

I know how to model but know little about integrating this model into the game (with or without bones/animation) so any help or links to a tutorial would be mush apprieciated.

ps I am trying to do this in both C&C Generals and Renegade.

Thank you

Subject: Model Making and Bones
Posted by **Madtone** on Wed, 02 Jul 2003 14:20:56 GMT
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well, that tutorial file i told you to download has everything you need to get started with in it!!

maybe double check

Subject: Model Making and Bones
Posted by **teleport** on Wed, 02 Jul 2003 14:27:28 GMT
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Sorry madtone. What file?

Have you PMed me? (my inbox is empty) :confused:

Subject: Model Making and Bones
Posted by **Madtone** on Wed, 02 Jul 2003 14:36:46 GMT
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aren't you that guy i spoke to on MSN? im preety sure you are, i might be mistaken?

Subject: Model Making and Bones
Posted by teleport on Wed, 02 Jul 2003 14:39:54 GMT
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coincidence?

Could you tell me what you told him please?

Thanks

Subject: Model Making and Bones
Posted by Madtone on Wed, 02 Jul 2003 14:44:58 GMT
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teleportcoincidence?

Could you tell me what you told him please?

Thanks

Sure, ok well go to
http://modx.the-pitts.net/forumdisplay.php?s=81e86d0b698e63e32c41481d923e319d&forumid=10
this site has a nice long list of tuts.

Also to download a great help file that should answer any questions you having related to
modding/modeling for Reneade download this:

http://modx.the-pitts.net/RenHelp1.9.zip

Hope that helps ya, feel free to ask any other questions you have and im sure that if i don't reply
or can't, someone else here will!

Subject: Model Making and Bones
Posted by maytridy on Wed, 02 Jul 2003 14:47:16 GMT
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http://wl8www882.webland.ch/laeubi/tutorials/vehicles_e/vehicles.htm

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Subject: Model Making and Bones
Posted by teleport on Wed, 02 Jul 2003 14:48:16 GMT
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Thanks guys

Subject: Model Making and Bones
Posted by maytridy on Wed, 02 Jul 2003 14:48:45 GMT
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Sorry, double post.

Subject: Model Making and Bones
Posted by General Havoc on Wed, 02 Jul 2003 15:30:53 GMT
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One at http://www.renhelp.co.uk/Tutorials/TUT_Vehicles

Edit: The tutorial is there but not the one I was thinking of, If I find the tutorial i'll upload it, it shows you how to add the bones and name them for a tank. The link above shows you how to do it but i'm not 100% sure if it's all correct. For example when setting the animation for suspension it doesn't make it entrily clear because it can mess up in Level Edit if you do it wrong.

_General Havoc

Subject: Model Making and Bones
Posted by maytridy on Wed, 02 Jul 2003 16:07:34 GMT
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Yeah, thats the same tutorial I just posted. But it doesn't tell you how to put a WWSkin in, but you should.

It's simple, just X-Ref it in from the mammoth, make sure you get all three WWSkins, just like you X-Refed with all the other bones. Under the modify tab, hit add bones. Select all the wheel bones and hit ok. If you get confused, open the mammy file and see how they are set up.

Subject: Model Making and Bones
Posted by General Havoc on Wed, 02 Jul 2003 16:09:43 GMT
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What are the WWSkins? I know there used in animation but what do they don on vehicles?

_General Havoc

Subject: Model Making and Bones
Posted by maytridy on Wed, 02 Jul 2003 16:20:33 GMT
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They get the treads\wheels to react to the terrian. Without them, I don't think the tank will move foward\backwards etc.\

But I can't find out how to the the tread texture to move, like when you go foward in the tank, the treads just look like they arent moving.