Subject: boning tracked vehicles
Posted by OrcaPilot26 on Sun, 16 Mar 2003 21:44:16 GMT
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Is there a tutorial on this, whenever I try the tracks get screwed up, the tracks are stretched
vertically. Here's a pic of what I mean:

http://www.n00bstories.com/image.fetch.php?id=1419079495

Subject: boning tracked vehicles
Posted by Covert Rednek† on Sun, 16 Mar 2003 22:21:30 GMT
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ummm i se nothing wrong with it... :rolleyes:

Subject: boning tracked vehicles
Posted by JWP on Sun, 16 Mar 2003 22:34:17 GMT
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I think he means that the bottom of the tracks is supposed to be closer to the main tank

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Subject: boning tracked vehicles
Posted by Sir Phoenixx on Mon, 17 Mar 2003 01:00:00 GMT
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Looks alright to me... Maybe you could take a pic of it from another angle.

Subject: boning tracked vehicles
Posted by Blazer on Mon, 17 Mar 2003 02:08:50 GMT
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Do you not notice the round parts of the texture are stretched to ovals? I would offer advice on
how to fix it if I knew how. I do know it can be fixed though, you just need to talk to someone
experienced with vehicle modding.

Subject: boning tracked vehicles
Posted by Havoc 89 on Mon, 17 Mar 2003 02:22:32 GMT
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Yo ORCA, thats my T-10 right? if so then why did you change the tracks to renegade tracks... its looked better before... and if you need help on the streched vertically all you have to do is move the bones upincluding the bottom of the tracks... so just press animate then move the bone up... but make sure ur at frame 0 when you do that. then at frame 1 animate the bones to go even higher...

Subject: boning tracked vehicles
Posted by laeubi on Mon, 17 Mar 2003 10:07:25 GMT
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just my $0.10, but I think you must adjust the SpringLenght in Commandoeditor, that adjust, how far the Threads 'hanging'

Subject: boning tracked vehicles
Posted by Havoc 89 on Tue, 18 Mar 2003 01:45:49 GMT
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you can do that,, but if you do then the tank wont be able to move over even the tinyest hills.

Subject: boning tracked vehicles
Posted by laeubi on Tue, 18 Mar 2003 07:42:52 GMT
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It must not be set to zero
But adjust it a bit like decrase it 0.1 or 0.2 will do it.

Subject: boning tracked vehicles
Posted by Havoc 89 on Wed, 19 Mar 2003 01:46:00 GMT
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is that supposed to be a joke? caue it should be atleast 1-2 not zero...

Subject: boning tracked vehicles
Posted by laeubi on Wed, 19 Mar 2003 10:21:33 GMT
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 you misunderstood
If it was before 1.4 then it alter should be 1.3 or 1.2

Subject: boning tracked vehicles
Posted by Cpo64 on Wed, 19 Mar 2003 21:52:37 GMT
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I think Laeubi is right, to get the best settings, edit your vehicle in Renegade, write numbers down, and copy them over

Subject: boning tracked vehicles
Posted by General Havoc on Wed, 19 Mar 2003 23:19:55 GMT
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Test it in the game and use the "EDIT_VEHICLE" command to see what spring length setting looks best. This is probably the best way to test it. As people said you only need to adjust the setting by 0.1 or something each time.

_General Havoc