
Subject: Vehicle hovering or buried

Posted by [Anonymous](#) on Thu, 12 Dec 2002 15:18:00 GMT

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For the wheels falling through the floor issue, you have to have the wheel bones within the worldbox in the second frame where the vehicle's wheels / treads are as far up as they can go. In the first frame, make sure that you have the wheel bones (the WheelP bones by the way, the WheelC bones don't care if they are in the world box) outside of the worldbox. Also, check that you have the physical w3d options selected on all of the vehicle's visible parts, and that the worldbox has obbox, hide, camera and projectile w3d settings. The Origin does not need to have the export transform/geometry w3d options selected but all bones need the export transform, but they do need the export geometry selected. EDIT: Oh yeah, as Aircraftkiller mentioned, I have noticed that the WheelP bones don't work properly if you export in the frame of animation where the wheels / treads are down, so make sure you have everything unhidde, and that you are in the second frame when you export. If you still cannot figure this out, or if I just worded this bad, contact me on MSN at russell_zielger@hotmail.com or send an email to that address. [December 12, 2002, 15:20: Message edited by: ApacheRSG]
