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Subject: Vehcile "bones"

Posted by [Anonymous](#) on Thu, 18 Apr 2002 13:08:00 GMT

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Ok, I was reading the how to make a vehcile in renegade do\*\*\*ent when I got the wheel bones part, I think I'm ok so far, I made th OBBOX or whatever, (hope I did it correctly) but I need some help on bones, how do you make them? are they just shapes with special options selected? Is there a modifier that changes a shape into a bone? I could really use some help here cause the do\*\*\*ents assume that I know all this stuff already, which i don't, any help is apreciated, thanks.[  
April 18, 2002: Message edited by: BrainSpitter ]

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