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Subject: Setting up with LinkedXform

Posted by [Spice](#) on Thu, 17 Feb 2005 18:07:50 GMT

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How is this done? No matter what I try it doesn't seem to work. Here is a picture of my subtree and what my linkedXform vertices are linked to. I set it up how westwood did the nod buggy. It doesn't work.

Is there a export W3D setting?

I first linked my Graphical wheel to the wheelc bone , Then linked my wheelc bone to my wheelp bone. Then I selected my graphical suspension and added the mesh select modifier. I select my vertice i wanted to follow the wheelp bone and added the linkedXform animation modifier. I then linked those vertices to my wheelp bone. I then animated.

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