
Subject: Bones

Posted by [General Havoc](#) on Thu, 24 Apr 2003 21:45:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

I followed that tutorial, it is helpful just ignore the stuff about the tracks and it's easy. Basically what I did was to import the pickup trucks bones then remove the ones you don't need. The tutorial does explain a bit later on that you can remove the ones that have a number after them. I just kept all of the bones that had ".00" after them and removed all the others. Each wheel should have a "P" bone and a "C" bone. The turret should have a turret, barrel and muzzle bone to allow the weapon to move and fire. You can remove the muzzle flash bone also.

I ended up with:

Origin -Vehicles centre of gravity
Worldbox -Bounding Box
WheelC01s -Centre Wheel Bone (S=steering)
WheelC02e -Centre Wheel Bone (E=Engine)
WheelC03s -Centre Wheel Bone (S=steering)
WheelC04e -Centre Wheel Bone (E=Engine)
WheelL1 -Actual wheel
WheelL2 -Actual wheel
WheelR1 -Actual wheel
WheelR2 -Actual wheel
WheelP01s -Position Wheel Bone (S=steering)
WheelP02e -Position Wheel Bone (E=Engine)
WheelP03s -Position Wheel Bone (S=steering)
WheelP04e -Position Wheel Bone (E=Engine)
v_Turret -Actual turret
v_chassis -Actual chassis
v_barrels -Actual gun barrel
turret -turret bone
muzzlea0 -muzzle A0 (where projectile comes from)

_General Havoc
