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Subject: Vehicle bones

Posted by [DL60](#) on Sun, 22 Apr 2007 19:56:48 GMT

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I started boning vehicles for Ren some days ago but now I have little problem with a VTOL.

It's a simple one: the body mesh, a turret mesh and a mesh for the barrel. I set up the bones for it with the help of the renhelp-tutorials. The problem is that turret + barrel-mesh bounce normal up and down (like apache/orca) but NOT the body mesh.

I checked the links, re-linked the bones, looked up the bone-structure in other files with VTOLs, importet the xref-objs and so on but nothing helped.

Here is picture from my structure:

### File Attachments

1) [vtol.jpg](#), downloaded 487 times

