
Subject: Animating Tank Tracks

Posted by [SomeRhino](#) on Mon, 21 Jul 2003 04:59:08 GMT

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Be sure to have linear offset applied on the correct axis (U or V) before exporting. Also, the meshes for the treads must be named V_Tread_R and V_Tread_L for left and right, respectively. After you get this working, use the vehicle in-game and play around with the U/V Scale factors in edit_vehicle so that the tread moves at the same speed as the underlying terrain. Jot the settings down, and change them permanently in Level Edit.
