Subject: Re: Suspension issues with a newly made vehicle
Posted by danpaul88 on Wed, 11 Mar 2009 23:22:53 GMT
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Make sure that the suspension length in LE matches, or is very slightly greater than, the distance you moved the bones in the animation, then they should both match each other. Also adjust the suspension constant to adjust how solid the suspension is.

Play in single player LAN and edit the settings using f8 -> edit_vehicle to quickly test out different settings until you find a setup that works well, and then write those down and put them back into LE.

EDIT: Re-reading your post I think I might have misunderstood your problem the first time around. If you want the things inside the tracks attached to the wheels to stretch with the suspension you need additional WWSkin bones to do that. Create a standard bone at the join point for each of the wheel things, and then a WWSkin bone for each of them too. Bind the top verticies of the thing to the new join point bone, and the bottom ones to the WheelC WheelP bone for the wheel they attach to.

EDIT2: WheelP is probably a better choice actually, since the WheelC bones spin around and might make your mesh go beserk.