Subject: GDI MRLS vehicle bones problem
Posted by Aircraftkiller on Mon, 22 Aug 2011 03:03:38 GMT

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I can't seem to get this to work correctly. I imported the vehicle into Max 8 and fixed a lot of the problems it had. For example, it now has a material so that it sounds like metal when shot, instead of sounding like nothing when shot. The missiles were fixed to be more MRLS-like after consulting some photo references, and I've rigged wheels to it. It also has muzzle emitters linked to the muzzles so that it shoots fire/smoke, again, instead of nothing.

The problem I'm getting is that only the left side of the vehicle produces any kind of engine force. Thus it only spins around in circles and the right wheels refuse to move at all. Can someone take a look at this file and see what's wrong? It would be greatly appreciated.

File Attachments
1) v_GDI_MRLS.max, downloaded 133 times