Subject: Re: GDI MRLS vehicle bones problem
Posted by E! on Mon, 22 Aug 2011 18:45:13 GMT
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your problem are the bone names. i.e. if wheel 9 is on the left track it can't be also on the right.
you got WheelP09LF AND WheelP09RF which doesnt work. each Wheel# must be unique afaik.
while this example is a fake wheel and doesn't have any force but u made the same mistake for
the "real" wheels too.
btw i guess the first and last wheel of each track should turn in a fixed position cause they don't
touch the ground right? did it work the way u linked it? i don't think so...