
Subject: A Question About Tracked Vehicle Wheel Bones
Posted by [SomeRhino](#) on Tue, 23 Sep 2003 21:49:40 GMT
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To fix the vehicle maneuverability:

Go to animation mode in RenX. Now move the animation track bar to frame 1. Select all your WheelP bones, and translate them up along the Z axis until the wheels/treads are inside of the chassis. Now adjust the ObBox so that it encloses all the bones, but make it barely enclose the vehicle meshes in this state. Turn off animation mode, and export as you normally would (RenX will export a Hierarchical model as it is in the current animation frame, so don't export it as an animated model, and be sure to export from frame 1.) This will cause the vehicle to have a higher physical limit, so that your not scraping the bottom of the vehicle when you try to go over bumps, etc. You will need to extend the length of the suspension springs in-game, and make sure the suspension constants will not allow your wheels to actually go into the vehicle chassis unless you drop off a cliff or something.
