
Subject: Vehicle Bone Request

Posted by [xptek_disabled](#) on Fri, 16 Jan 2004 20:53:49 GMT

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SeaManThe model looks nice

Try looking at these.

<http://renhelp.laeubi-soft.de/?tut=26>

<http://renhelp.laeubi-soft.de/?tut=15>

Thanks,

I tried that tutorial before but can't get past where it instructs you to "go to file/XRef objects, click `add` again, select the mammoth tank model (C:\Program Files\RenegadePublicTools\HowTo\Vehicles\Mammoth Tank) and once again the window will popup with a list of all the objects in the model, scroll down to find the wheels, you'll notice there is a whole crap load of em, all we're interested in are the WheelC01R.00, wheelC02L.00, wheelP01RL.00, WheelP02R.00 bones, so select them and click ok. A screen will popup saying "one or mosre objects you have selected has a transform animation. Do you wish to merge this animation?" click `No` select the wheels (don't select the worldbox or origin) and click `merge` and the bones will appear on your screen.(if you cant see them, zoom out)

"

The problem is "WheelC01R.00, wheelC02L.00, wheelP01RL.00, WheelP02R.00" aren't in the list so I can't add 'em.
