
Subject: Vehicle Help
Posted by [wubwub](#) on Mon, 15 Jun 2009 23:37:40 GMT
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I need Help

I am making a new map and i want to make vehicles for it. Yes i have read the tutorials on renhelp.net etc it all makes sense until ive hit a little snag with the rotation bone

It says on the tutorial that in "top" viweport that the Z axis should be faceing down on your screen. But mine it only shows the x and y axis (I am useing 3ds max 8)

When i open the vehicle into level edit the back wheels spin in a 360 degrees motion around the bottem of the car (Like the z axis on rotation sphere in 3ds max) whenever i move the car

I dont know how to fix this

Subject: Re: Vehicle Help
Posted by [mr£ÄŞÄ-z](#) on Tue, 16 Jun 2009 13:13:41 GMT
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Had same Problemm still didnt fixed (lazyness)

anyway i love you Siggy :'D

Subject: Re: Vehicle Help
Posted by [ErroR](#) on Tue, 16 Jun 2009 13:19:02 GMT
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anyway i love you Siggy :'D
helpfull..

Subject: Re: Vehicle Help
Posted by [mr£ÄŞÄ-z](#) on Tue, 16 Jun 2009 13:23:39 GMT
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same Problemm still didnt fixed (lazyness)

anyway i love you Siggy :'D
helpfull..
helpfull..

Did you edit the Pivot's correctly?

Subject: Re: Vehicle Help

Posted by [Reaver11](#) on Tue, 16 Jun 2009 15:20:56 GMT

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You should make sure the the following is true for your vehicle ->

Use affect pivot -> center the pivot in the following objects.
Contact bones, center bones and the wheel mesh.

Then you can simply center the center bones. (I think you have already done that)

For the last part it sounds as you x-as from your centerbones pivot is dislocated. What you should do is the following. Select your centerbones and rotate your pivot so the x-as is going to the front of your vehicle, y-as goes sideways and z-as goes up.

I believe you have used this tutorial?

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=60>

The thing is the pivots rotation depends on which way your vehicle is facing in Renx. So if my suggestion or their suggestion isnt working try rotating it differently. I suspect all you have to do is rotate the x-as so iut is facing the front of your vehicle. (You play around a bit with rotating the pivot)
