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Subject: boning a vehicle

Posted by [NACHO-ARG](#) on Sun, 29 May 2011 19:00:47 GMT

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i follow the renhelp tutorial but i get confused cause the one who maded explain how to merge weels bones of the mammoth tank thas does not even exist: WheelC01R.00, wheelP01RL.00, WheelP02R.00.

wen i try to merge this files from mammoth model i cant find them, there a lot of weels but no the ones i write above, anyone knows what are the right ones i must merge?

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Subject: Re: boning a vehicle

Posted by [danpaul88](#) on Mon, 30 May 2011 17:13:48 GMT

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The mammoth tank has tracks and therefore has different bone names to a vehicle which uses wheels like the Humvee. The documentation that comes with LevelEdit explains the difference and how to use each type.

`\see RenegadePublicTools\HowTo\Vehicles\How to Construct a Renegade Vehicle.htm`

`\see RenegadePublicTools\HowTo\Vehicles\Vehicles.doc`

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Subject: Re: boning a vehicle

Posted by [NACHO-ARG](#) on Tue, 31 May 2011 16:54:34 GMT

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thanks dan i will see what i can do

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Subject: Re: boning a vehicle

Posted by [halo2pac](#) on Thu, 02 Jun 2011 04:07:10 GMT

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I'm sorry but I have to say it. Do you like boning tanks?

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Subject: Re: boning a vehicle

Posted by [Distrbd21](#) on Thu, 02 Jun 2011 10:52:35 GMT

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halo2pac wrote on Wed, 01 June 2011 23:07 I'm sorry but I have to say it. Do you like boning tanks?

LOL'd so hard..

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Subject: Re: boning a vehicle  
Posted by [iRANian](#) on Thu, 02 Jun 2011 12:55:32 GMT  
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DistrbdSt0rm21 wrote on Thu, 02 June 2011 03:52halo2pac wrote on Wed, 01 June 2011 23:07I'm sorry but I have to say it. Do you like boning tanks?  
LOL'd so hard..  
i didnt

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Subject: Re: boning a vehicle  
Posted by [kamuixmod](#) on Thu, 02 Jun 2011 15:10:37 GMT  
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I see people with perverted thoughts

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Subject: Re: boning a vehicle  
Posted by [halo2pac](#) on Sat, 04 Jun 2011 20:34:02 GMT  
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kamuixmod wrote on Thu, 02 June 2011 11:10I see people with perverted thoughts

So you like observing perversion? Isn't that the same as watching fetish porn?

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Subject: Re: boning a vehicle  
Posted by [my486CPU](#) on Mon, 06 Jun 2011 16:31:09 GMT  
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I found this tutorial to be extremely helpful.

<http://www.pokemonca.net/rh/index.php?mod=Tutorials&action=view&id=59>

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Subject: Re: boning a vehicle  
Posted by [Gen\\_Blacky](#) on Mon, 06 Jun 2011 16:54:03 GMT  
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You should also look at this

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Subject: Re: boning a vehicle

Posted by [my486CPU](#) on Mon, 06 Jun 2011 19:14:05 GMT

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I almost forgot about that tutorial Gen\_Blacky. I remember you gave me that link a while back and it was indeed helpful.

Ftw, why stop there we should also mention wire animation.

Here is a two part video tutorial:

Part1 <http://www.youtube.com/watch?v=x5isvIAu6T8>

Part2 <http://www.youtube.com/watch?v=7QwB4ZFejQQ&feature=related>

The tutorial was done in 3ds but you can do this in renx by manually assigning the controllers to your object's via Track View.

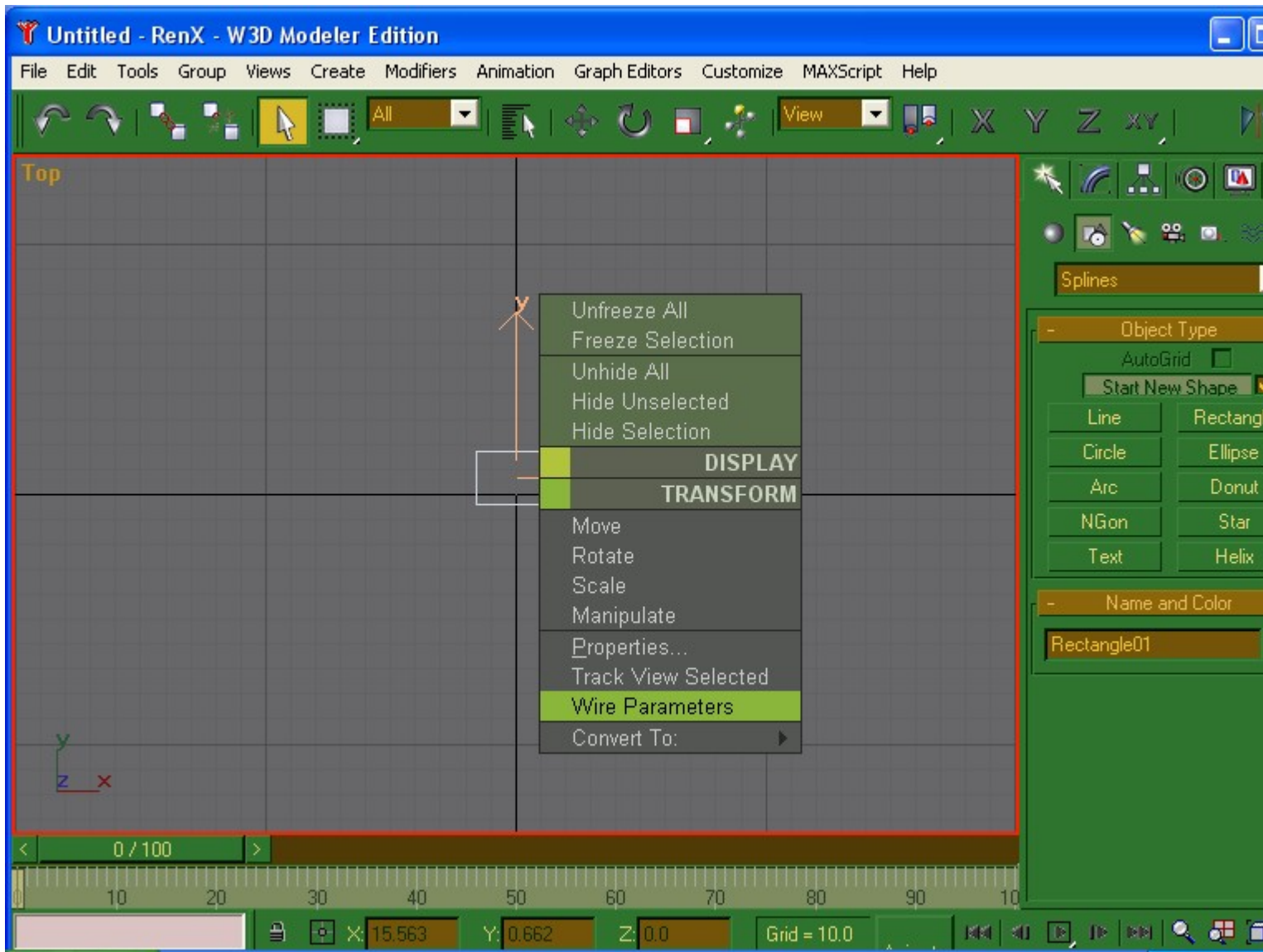
A bunch of renx screen-shots as to how to assign the controllers:

Edit: I should mention you don't have to do it the same way as he describes you can connect each wheel's rotation individually with the object that uses the position controller.

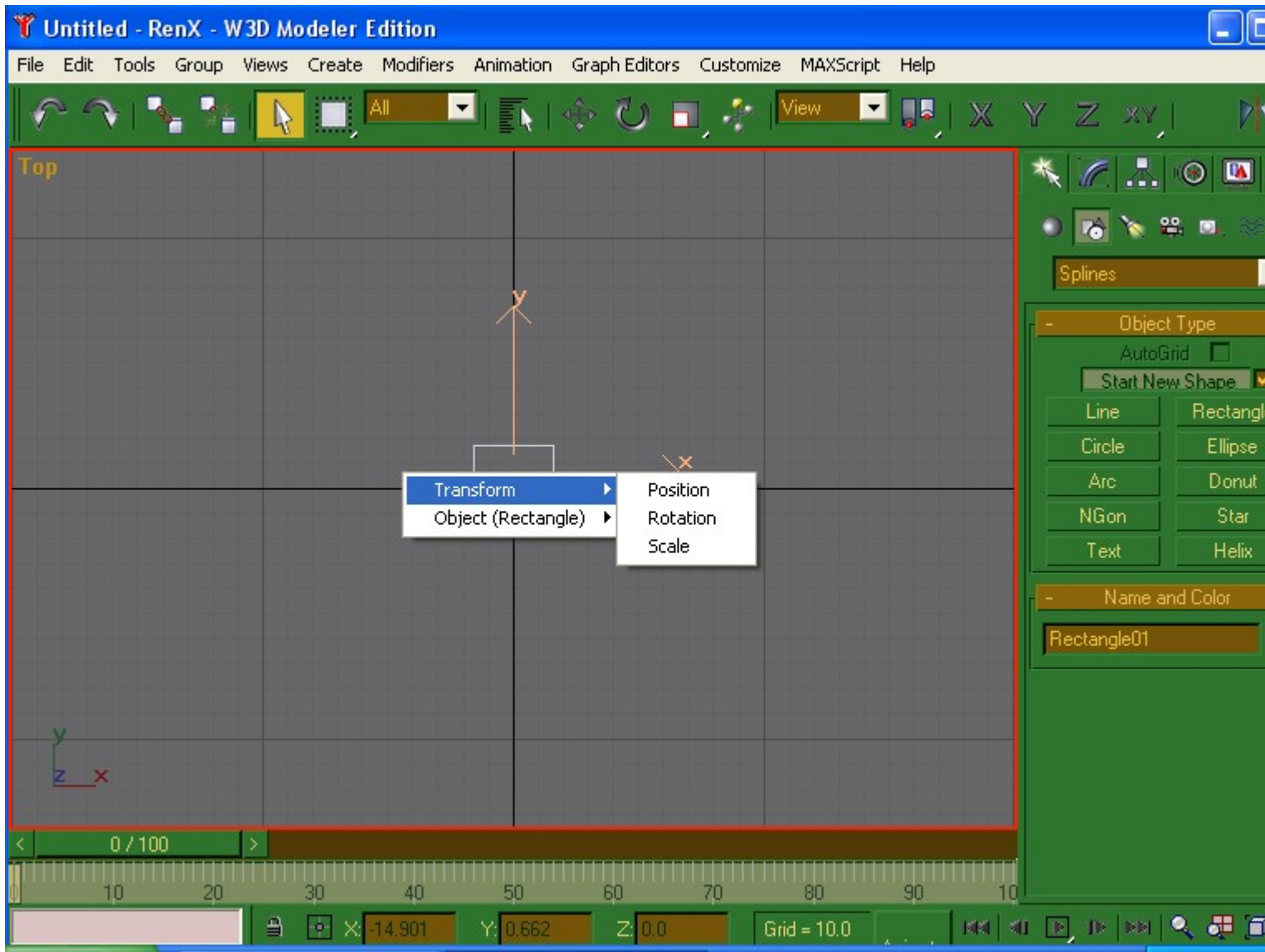
### File Attachments

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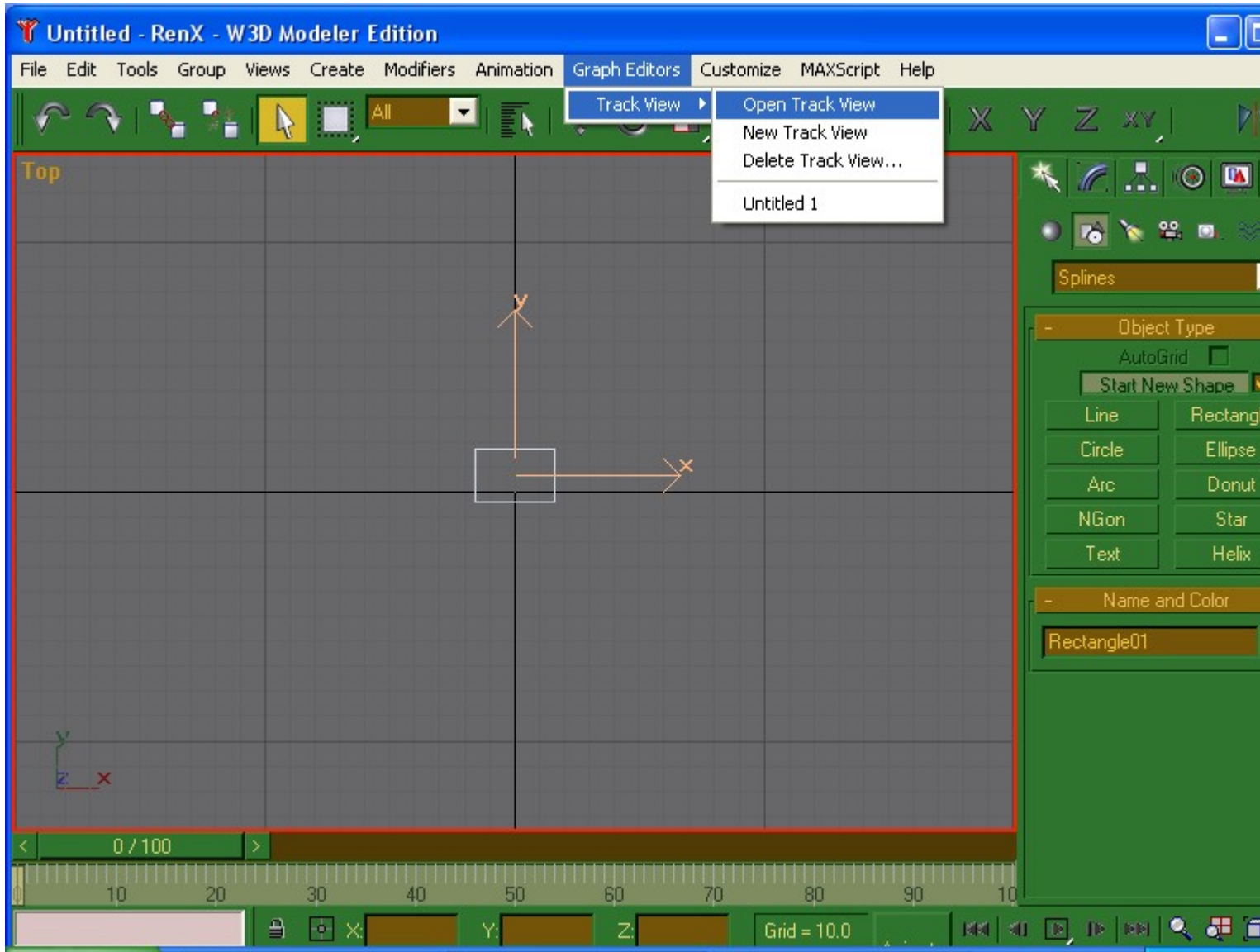
1) [ssl.jpg](#), downloaded 394 times



2) [ss2.jpg](#), downloaded 402 times

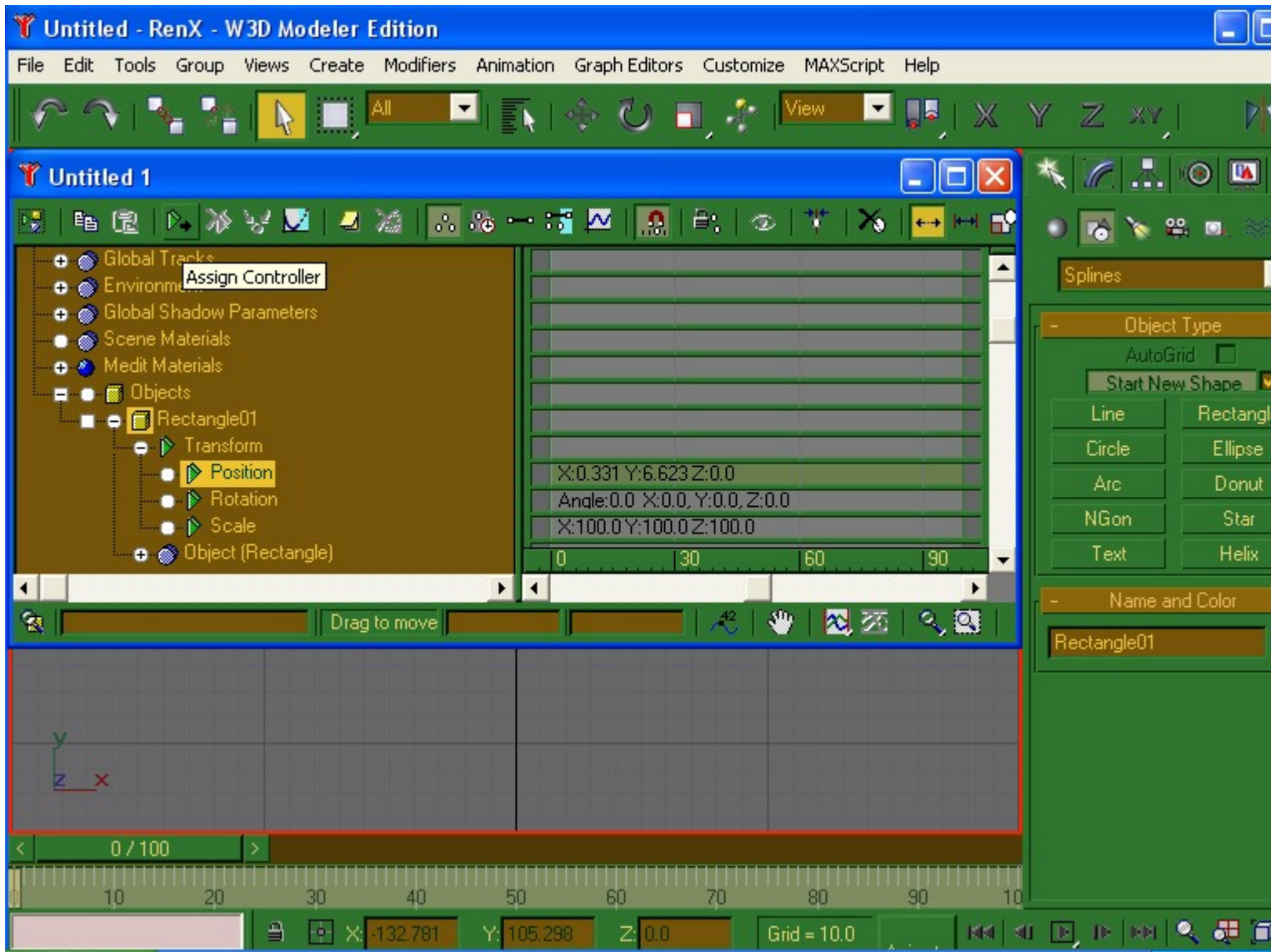


3) [ss3.jpg](#), downloaded 397 times

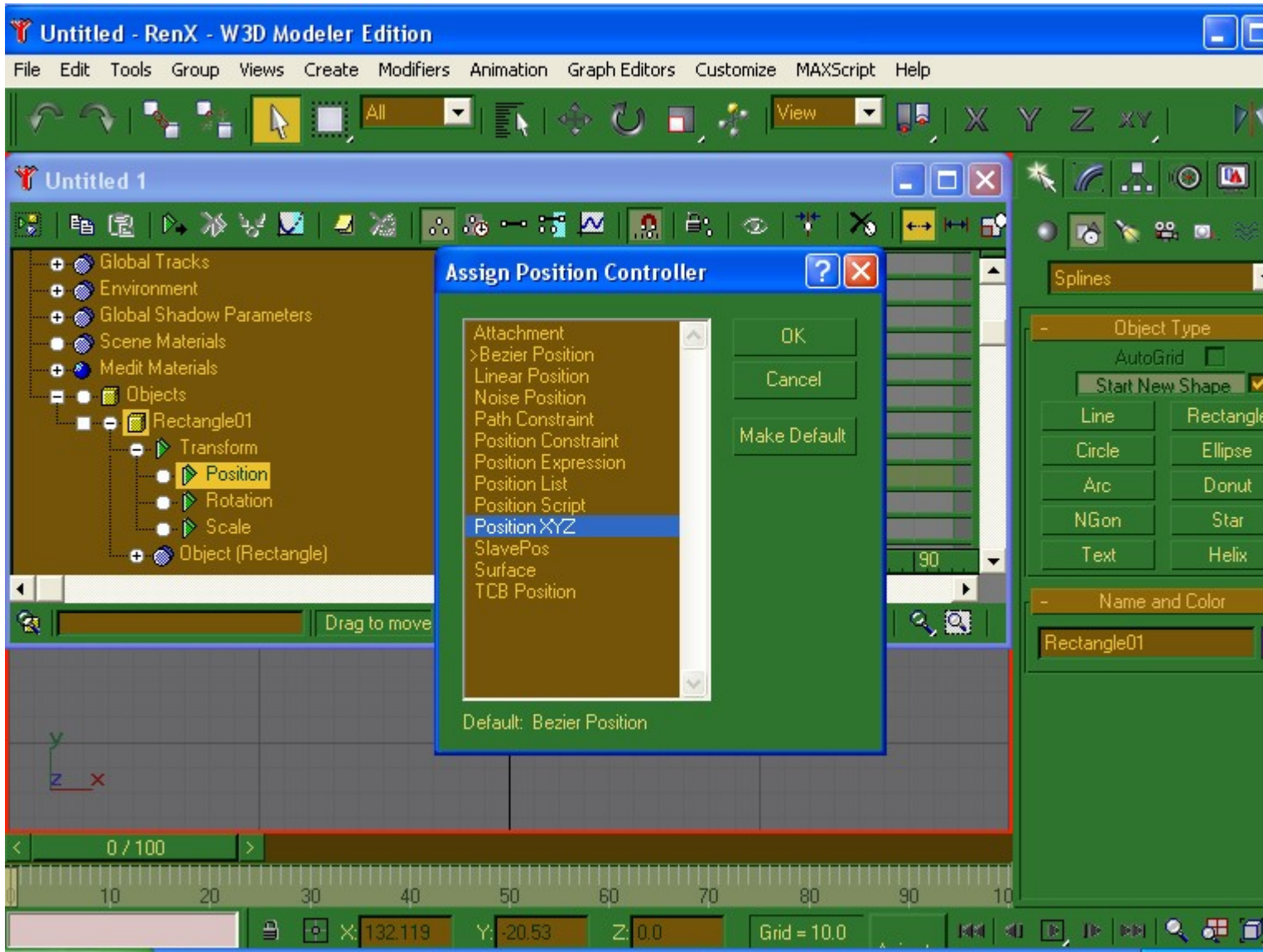


4) [ss4.jpg](#), downloaded 396 times



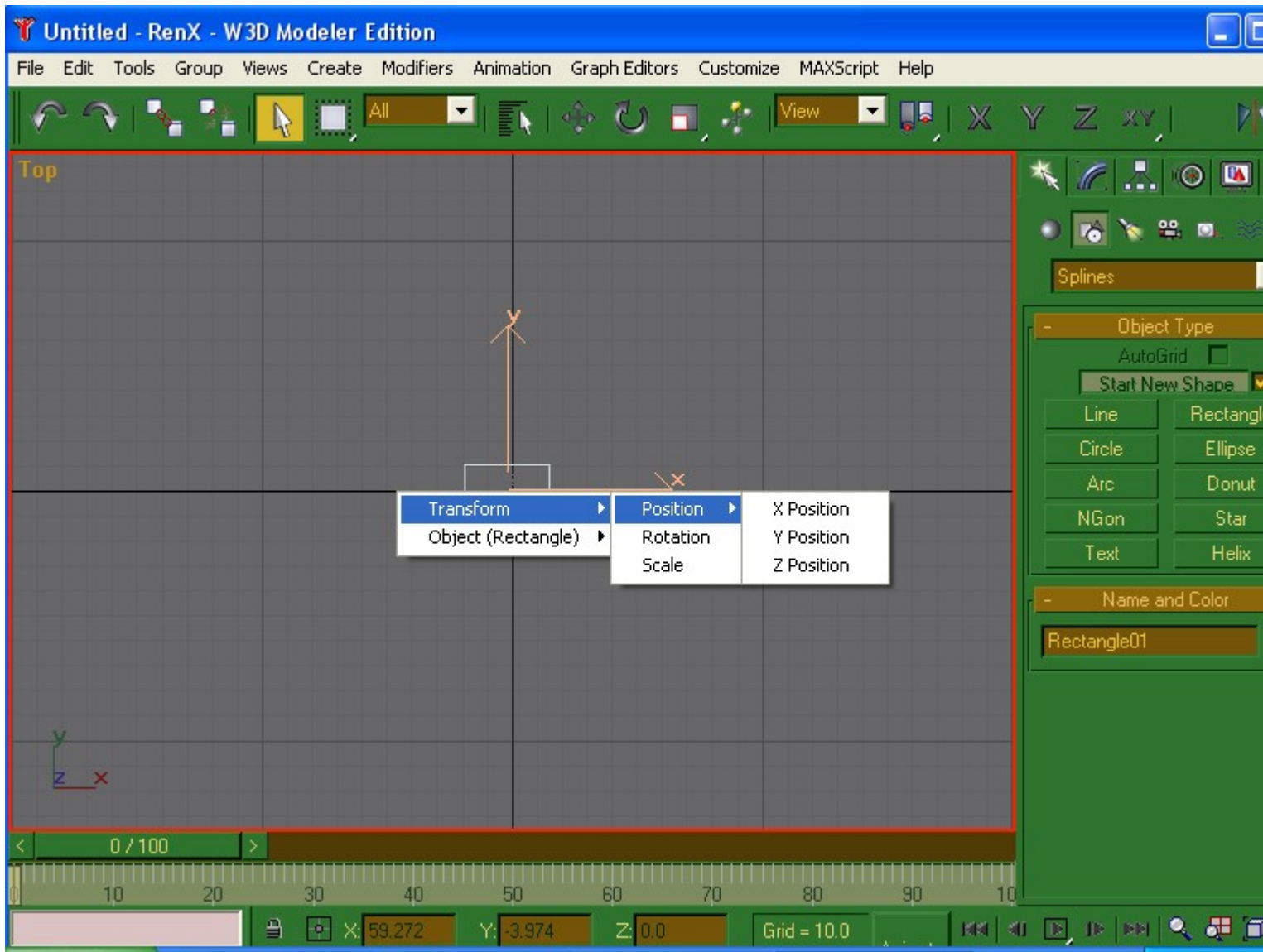


5) [ss5.jpg](#), downloaded 391 times

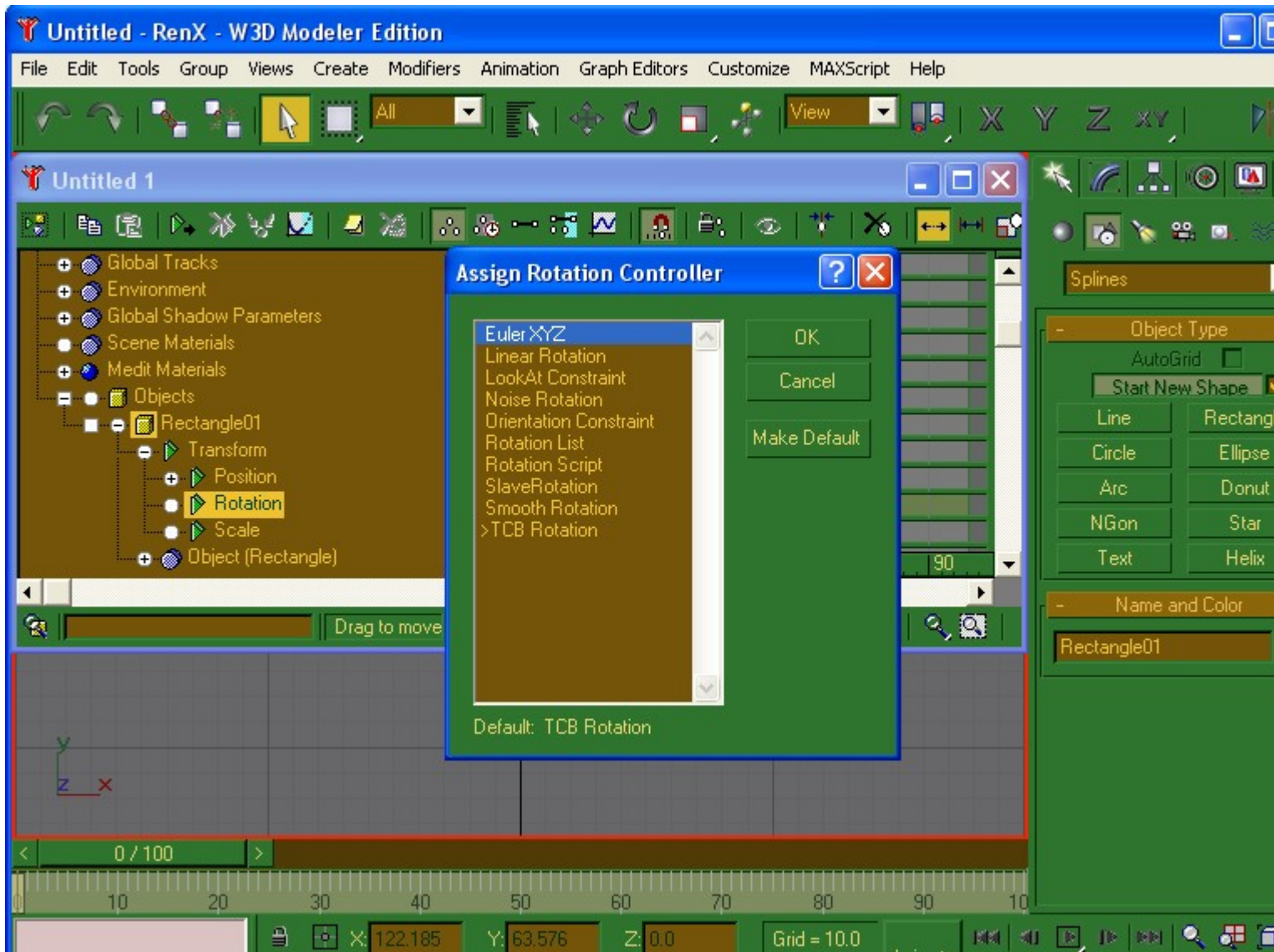


6) [ss6.jpg](#), downloaded 389 times

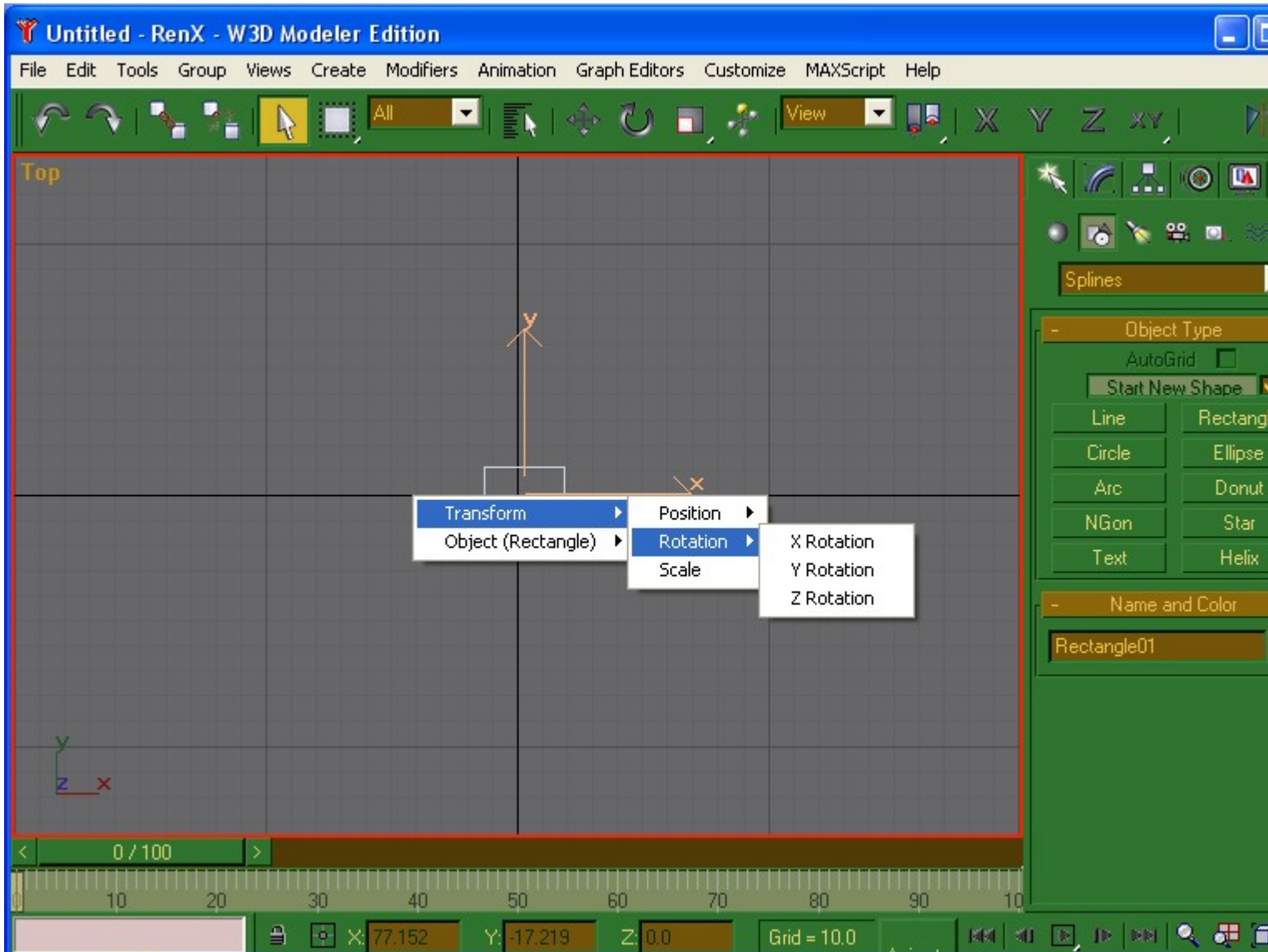




7) [ss7.jpg](#), downloaded 383 times



8) [ss8.jpg](#), downloaded 381 times



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Subject: Re: boning a vehicle

Posted by [NACHO-ARG](#) on Tue, 07 Jun 2011 14:31:38 GMT

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thanks a lot man, this will help me so much.

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Subject: Re: boning a vehicle

Posted by [Gen\\_Blacky](#) on Tue, 07 Jun 2011 14:53:45 GMT

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Yea very nice tut my486CPU