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Subject: Need someone familiar with vehicle boning  
Posted by [Aircraftkiller](#) on Thu, 04 Aug 2011 23:57:43 GMT  
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I'd like to include the GDI Mammoth Tank I made in 2005 when I release Fjord. However, I'm really not interested in looking up how to develop the model inside of Max so that it's compatible with Renegade's vehicle setup.

If someone would like to help speed up Fjord's development, and knows how to bone vehicles properly, please step up and let me know. I can send you the files for the tank. I will credit you in the release if you like.

Here's what it looks like:

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Subject: Re: Need someone familiar with vehicle boning  
Posted by [NACHO-ARG](#) on Fri, 05 Aug 2011 03:29:34 GMT  
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ask goldy he has riged the vehicles for TCW.

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Subject: Re: Need someone familiar with vehicle boning  
Posted by [sla.ro\(master\)](#) on Fri, 05 Aug 2011 06:17:47 GMT  
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westwood and other peoples released a lot of tutorials how to make ren vehicles

isn't hard to bone a veh, i did bone some veh too.

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Subject: Re: Need someone familiar with vehicle boning  
Posted by [Aircraftkiller](#) on Fri, 05 Aug 2011 06:19:34 GMT  
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I'm aware that it isn't "hard", it's a matter of time. My time is limited, and I'm not willing to spend it on vehicle boning. It is better spent focusing on perfecting Fjord.

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Subject: Re: Need someone familiar with vehicle boning  
Posted by [Reaver11](#) on Fri, 05 Aug 2011 12:30:39 GMT  
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I can do it for you if you want.

Though I don't have time this weekend so I will have to do it on monday if that isnt a problem.

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Subject: Re: Need someone familiar with vehicle boning  
Posted by [Aircraftkiller](#) on Fri, 05 Aug 2011 15:47:06 GMT  
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Monday sounds fine. Are you familiar with slicing up the tracks so that they bend with each wheel?

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Subject: Re: Need someone familiar with vehicle boning  
Posted by [Reaver11](#) on Fri, 05 Aug 2011 19:39:59 GMT  
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Yes I have done that before. (with the w3d Bone etc)

I expect that it are four individual trackmeshes?  
If so I can set them up as four individual ones or via attach as just two.

I do prefer to rig the vehicle in Renx if not Ill get the max version of the plugin installed in my 3DS.

Also in terms of the barrels in can get them moving aswell (all I would have to do is link it after the muzzle bone)  
Does depend a bit on your barrel mesh but I should be able to detach / reapply the uvw map/unwrap.  
If you would like that?

The only tricky bit is the entry point for the driver it's a bit tricky how it works. (Depends alot on the suspension settings)  
Set up in LevelEdit, can do that as well if required / send you over the presets after it.

If you use IRC/TS I can try to find you on monday if you like or via pm.

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Subject: Re: Need someone familiar with vehicle boning  
Posted by [Aircraftkiller](#) on Fri, 05 Aug 2011 20:11:17 GMT  
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I can take care of the transition settings in LevelEdit - I have an extensive set of temporary presets that would be annoying to have to send back and forth. Message me when you're ready and I'll send the files over. Thanks in advance.

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Subject: Re: Need someone familiar with vehicle boning  
Posted by [zunnie](#) on Sat, 06 Aug 2011 05:37:45 GMT

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Cool Mammoth

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Subject: Re: Need someone familiar with vehicle boning  
Posted by [E!](#) on Sun, 07 Aug 2011 09:09:19 GMT

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i would've done it too but as i see you already found someone.  
the model looks really good btw.

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Subject: Re: Need someone familiar with vehicle boning  
Posted by [JeepRubi](#) on Sun, 07 Aug 2011 22:29:54 GMT

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"Edward Smith" seems to be very experienced in this matter.

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Subject: Re: Need someone familiar with vehicle boning  
Posted by [Jerad2142](#) on Wed, 10 Aug 2011 20:31:27 GMT

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Ever thought about just importing it over the bone set of the mammoth tank given to everyone that installs Level editor?

(\RenegadePublicTools\HowTo\Vehicles\Mammoth Tank)

Otherwise all you have to do is bind the turret to the turret bone (which rotates on the Z axis).  
The barrels to the Barrel bone (which rotates on the Y axis).

Then you use WWSkin and bind each vertices of the tracks to the closest "wheel" bone to them.  
(To make the tracks appear to move you have to have a Linear Offset UVMapper on it with a VPerSec value greater than 0).

Finally make sure the take is surrounded with a bounding box that'll hold the barrels no matter what direction they are pointing, and a worldbox that only contains the area that will collide.

Oh, also make sure to pull the wheel bones and tracks up into the vehicle to the point where the suspension length will counter the amount you pulled them up.

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Subject: Re: Need someone familiar with vehicle boning  
Posted by [Tunaman](#) on Thu, 11 Aug 2011 03:08:04 GMT

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pretty sure he has it all ready and in the map now

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Subject: Re: Need someone familiar with vehicle boning  
Posted by [Jerad2142](#) on Thu, 11 Aug 2011 04:22:40 GMT  
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Tunaman wrote on Wed, 10 August 2011 21:08pretty sure he has it all ready and in the map now

Yeah saw that after I finished typing it up, figured to post it then just throw it away, might help someone in the future.

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