Subject: Chem Tank Model
Posted by Toasty on Thu, 24 Apr 2003 17:05:53 GMT
View Forum Message <> Reply to Message

Okee coakee. I've managed to get a pretty cewl looking tank made but i a noob when it comes to the bones and tracks and stuff. A very talented friend of mine made a weapons emitter for it and it looks amazing. Only trouble is i cant get this uvw unwrap thing working and the tread is completely screwed.

The first time i tried it the sides moved without the central chassis. So it kinda floated in mid air inbetween the turret and tread. Now i've made a proper tread that runs along the bottom of the tank and i've joined the sides of the tank to the central chassis but now the tread moves with the turret and the chassis doesnt move at all. Bleh

Can somebody take a look at the model and tell me what i've done wrong. Or even better email a fixed version to me. Thanks heaps

---

Subject: Chem Tank Model
Posted by maytridy on Thu, 24 Apr 2003 18:32:45 GMT
View Forum Message <> Reply to Message

Could u please post a screen of the tank? I wanna see it.

Subject: Chem Tank Model
Posted by iscripter on Thu, 24 Apr 2003 19:14:18 GMT
View Forum Message <> Reply to Message

Hosted by http://www.nodnl.net/

Subject: Chem Tank Model
Posted by Gernader8 on Thu, 24 Apr 2003 19:50:13 GMT
View Forum Message <> Reply to Message

Kinda looks like the Flame Tank, but thats only my 4 cent thoughts

---

Subject: Chem Tank Model
Posted by Toasty on Thu, 24 Apr 2003 20:46:04 GMT
View Forum Message <> Reply to Message

Yeah it does look kinda like a flame tank from there. But in game it definately doesnt. Its heaps

---

crapper and dussnt work lol. In game it looks lower and thicker and the turret is heaps smaller.

Lol anybody know whats wrong with it yet? Are the treads supposed to be linked with the turret?
Cause thats what it said in tutorial :S help help help
I feel like i back at noob school lol

Subject: Chem Tank Model
Posted by bigwig992 on Thu, 24 Apr 2003 23:00:45 GMT
View Forum Message <> Reply to Message

Attach bone WheelP to the tread mesh. Then WheelP to the origin. I think.

Subject: Chem Tank Model
Posted by laeubi on Fri, 25 Apr 2003 10:20:23 GMT
View Forum Message <> Reply to Message

I'll send a the corrected version today, have you any IM's ? (ICQ, MSN, etc..)

Subject: Chem Tank Model
Posted by Toasty on Fri, 25 Apr 2003 10:35:44 GMT
View Forum Message <> Reply to Message

Wahey i fixed it and it all works The tutorial said attach the wheel tread to the turret so i tried attaching it to the chassis and now it works. I just need to figure out this impossible uvw unwrap thing. :S

Subject: Chem Tank Model
Posted by laeubi on Fri, 25 Apr 2003 10:43:19 GMT
View Forum Message <> Reply to Message

you find a tutorial for UVW her-> http://www.laeubi.de/tutorials
Or next time check the Tutorial collection thread

Subject: Chem Tank Model
Posted by Toasty on Fri, 25 Apr 2003 11:44:21 GMT
View Forum Message <> Reply to Message

thanks guys. Yeah i used that a tutorial in the tutorials thread but it confused me more than anything lol. I try yours thanks dude

---

Subject: Chem Tank Model
Posted by Protoberance on Fri, 25 Apr 2003 11:48:38 GMT
View Forum Message <> Reply to Message

Subject: Chem Tank Model
Posted by Toasty on Fri, 25 Apr 2003 11:53:41 GMT
View Forum Message <> Reply to Message

yeah spose so. lol but i didnt intend for people to use this. Its mine   :twisted:
I was gonna stick it on gdi as part of my mod. lol i might have to disable that link then

---

Subject: Chem Tank Model
Posted by Protoberance on Fri, 25 Apr 2003 11:58:32 GMT
View Forum Message <> Reply to Message

I was never supposed to steal you work toasty. But i cant see this standard modells any longer.
They are boring and you only find some skins on the community sites. Most of em are cheap or
doesnt work as they should. Cause im rly not very good in modelling i search some nice looking
modells to bring a fresh breath into my renegade.