
Subject: Animating Tank Tracks
Posted by [Sanada78](#) on Mon, 21 Jul 2003 04:06:54 GMT
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I have exported some of the vehicles from Renegade and noticed that the animations do not get exported. I want to know how to animate the tank tracks again so I can export the model back to looked hard enough.

Subject: Animating Tank Tracks
Posted by [SomeRhino](#) on Mon, 21 Jul 2003 04:59:08 GMT
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Be sure to have linear offset applied on the correct axis (U or V) before exporting. Also, the meshes for the treads must be named V_Tread_R and V_Tread_L for left and right, respectively. After you get this working, use the vehicle in-game and play around with the U/V Scale factors in edit_vehicle so that the tread moves at the same speed as the underlying terrain. Jot the settings down, and change them permanently in Level Edit.

Subject: Animating Tank Tracks
Posted by [laeubi](#) on Mon, 21 Jul 2003 06:32:12 GMT
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Hm, I think I should finish my 'How to make a tank' tutorial.

Subject: Animating Tank Tracks
Posted by [Skier222](#) on Mon, 21 Jul 2003 19:48:07 GMT
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LaeubiHm, I think I should finish my 'How to make a tank' tutorial.

yes, that would help.

when do u think thte tut will be done, if u continue it?

Subject: Animating Tank Tracks
Posted by [laeubi](#) on Tue, 22 Jul 2003 13:23:33 GMT
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I'll bone a tank tommorw for my Operation Flashback Mod then I'll make some screens and write a little text
