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Subject: "Balance Bones" and RenX question.  
Posted by [bigwig992](#) on Wed, 23 Jul 2003 04:41:52 GMT  
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For the longest time I always wondered why my vehicles were never boned correctly, tonight I finally payed attention while reading the howto file.

Question 1:How do I align the world axis in RenX?

Question 2:What's the name of the bone the recon bike uses to prevent tipping?

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Subject: "Balance Bones" and RenX question.  
Posted by [YSLMuffins](#) on Wed, 23 Jul 2003 07:00:36 GMT  
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No, the Recon Bikes can tip, I don't think there's a "bone" that prevents that. It's its physics setup in Level Edit.

If you create your vehicle in the top viewport, it should automatically be ok. Go to the Hierarchy tab and click the button "Affect Pivot Only".

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Subject: "Balance Bones" and RenX question.  
Posted by [Renx](#) on Sun, 27 Jul 2003 03:19:46 GMT  
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i think he means, what keeps it from rolling over and blowing up.

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Subject: "Balance Bones" and RenX question.  
Posted by [PsycoArmy](#) on Sun, 27 Jul 2003 11:34:26 GMT  
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Origin.00 - you need this bone, its the vehicles centre  
-no model or bone w3d settings used for this bone  
Wheelc's - make wheels spin  
-set as just bone in w3d settings  
Wheelp's - acts as wheels suspension/wheels and stuff from gongi through ground  
-set as just bone in w3d settings  
Turret.00 - makes the turret spin  
Barrel.00 - moves the barrel for weopons up and down  
-set as just bone in w3d settings  
MuzzleA0/MuzzleA1 & MuzzleB0/MuzzleB1 - used for where the projectiles come out  
-set as just bone in w3d settings  
worldbox.00 - needed so u cant walk thourh vehicles adn so u can run people down(fits the shape of the vehicle)

-model settings, not bones. set as OBbox and hide it. physical and camera setting is also used.

Remember all these things need to be linked appropriately

lol went a bit overboard there but u need to use the physics settings the recon does, but then its makes it alot harder to steer.

there a few other ones but i cant be bothered saying thme off the top of my head.

LA

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Subject: "Balance Bones" and RenX question.  
Posted by [Dante](#) on Sun, 27 Jul 2003 21:45:53 GMT  
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the .00 aren't required unless you are doing Layer of Details for the vehicle (LOD)

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