Subject: Tank Treads Split
Posted by Sanada78 on Sun, 03 Aug 2003 20:52:32 GMT
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When I exported my tank from RenX, I viewed it in the W3D viewer and found that the tank treads had split in various places.

In RenX they seem fine and there are no splits anywhere. I have also linked the correct vertexes to the correct bones.

Subject: Tank Treads Split
Posted by npsmith82 on Sun, 03 Aug 2003 23:08:48 GMT
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This isn't really my question to answer, but may it have something to do with the type of export you chose? Like "Hierarchical model" or "Hierarchical Animated Model"... that was just my random stab in the dark so i doubt it's related.

However, I've noticed that the W3D viewer will display some objects strangely as it doesn't take any mass, gravity or weight into consideration.

Maybe you should go ahead and try the tank ingame and see if it still shows the splits.

Subject: Tank Treads Split
Posted by brent3000 on Mon, 04 Aug 2003 03:23:38 GMT
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does any one know how to extract all the files in the always.dat file i have tryed to extract them all but it always does 1/4 of it and then it stops how do i get them all out

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Subject: Tank Treads Split
Posted by YSLMuffins on Mon, 04 Aug 2003 03:53:38 GMT
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brent3000does any one know how to extract all the files in the always.dat file i have tryed to extract them all but it always does 1/4 of it and then it stops how do i get them all out

 :rolleyes:

And Sanada, try viewing it in Level edit. Does it do the same thing?

Subject: Tank Treads Split
Posted by Sanada78 on Mon, 04 Aug 2003 04:34:02 GMT
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It seems ok in Level Edit, apart from it not moving. It's just strange how it views it like that in the
W3D viewer. The Light Tank I did earlier seemed fine and didn't have any splits.

Subject: Tank Treads Split
Posted by mike9292 on Mon, 04 Aug 2003 05:00:49 GMT
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whenever i look at my bradley tank in w3d it has no treads and it looks transparent

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Subject: Tank Treads Split
Posted by brent3000 on Mon, 04 Aug 2003 05:35:56 GMT
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mike9292whenever i look at my bradley tank in w3d it has no treads and it looks transparent
well if it looks good in the game what is to worry about

Subject: Tank Treads Split
Posted by mike9292 on Mon, 04 Aug 2003 06:18:52 GMT
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i dont no how to put it in game and i dont bother finding out soon

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Subject: Tank Treads Split
Posted by brent3000 on Mon, 04 Aug 2003 06:58:59 GMT
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mike9292i dont no how to put it in game and i dont bother finding out soon
ok