Subject: A Question About Tracked Vehicle Wheel Bones
Posted by Sanada78 on Sat, 20 Sep 2003 04:35:31 GMT
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I having this trouble in getting the track wheel bones to worked properly. I can get it so the vehicle will move along the ground but the suspension of the vehicle is very tight. On any tank, when the gun is fired, the tank body moves from the shock of the shot. When I fire on my tank, it barely moves, just shudders a bit. Also, the tank finds it hard to go up vertical terrain as the tank treads

work.

Subject: A Question About Tracked Vehicle Wheel Bones
Posted by dilbert48 on Mon, 22 Sep 2003 21:27:14 GMT
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You have to change the vehicle's Suspension Spring Length (which you can do in the Commando Editor). This controls how tall the tracks are and how much "bounce" the vehicles. The higher the number the easier the vehicle will be able to go up steep terrain. From what you've describe, I'm guessing the SSL is too low. You'll need to increase it, but don't increase it to much or else your tank will be leap-frogging across the map. Just to give you a guide the Med tank uses a SSL of 0.60

Hope that helps.

Subject: A Question About Tracked Vehicle Wheel Bones
Posted by Sanada78 on Tue, 23 Sep 2003 15:24:56 GMT
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I'm not sure if that's the problem. You, see, when I export to test it, I export it with the same name Westwood called there vehicles. For example, "v_gdi_medtnk". From there, I place it in the data folder and go and test it. All the settings used are still the original tank settings so that' why I'm not sure if this may be the problem. I'm sorry I didn't mention this first.

Subject: A Question About Tracked Vehicle Wheel Bones
Posted by PCWizzardo on Tue, 23 Sep 2003 19:13:19 GMT
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maybe increase/decrease spring factor and damping factor

Subject: A Question About Tracked Vehicle Wheel Bones
Posted by dilbert48 on Tue, 23 Sep 2003 20:17:29 GMT
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I think PCWizz is almost right. The spring factor determines how low or high the vehicle rides on its tires/tracks, it doesn't however determine how the vehicles moves up steep terrain, which is one of the problems. He is completely right about Suspension Damping Constant, this controls how much the vehicle 'rocks' when the gun is fired. Decreasing it should solve that problem.

As for the tank not being able to go up steep terrain, it might be the SSL or something else, I'm not sure. I would recommend that you start up Renegade, get in your tank and mess around with the Vehicle Parameters.

Oh, one final thing. Is this vehicle you're trying to get to work a completely new vehicle or is it a modified med tank?

Subject: A Question About Tracked Vehicle Wheel Bones
Posted by SomeRhino on Tue, 23 Sep 2003 21:49:40 GMT
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To fix the vehicle maneuverability:

Go to animation mode in RenX. Now move the animation track bar to frame 1. Select all your WheelP bones, and translate them up along the Z axis until the wheels/treads are inside of the chassis. Now adjust the ObBox so that it encloses all the bones, but make it barely enclose the vehicle meshes in this state. Turn off animation mode, and export as you normally would (RenX will export a Hierarchical model as it is in the current animation frame, so don't export it as an animated model, and be sure to export from frame 1.) This will cause the vehicle to have a higher physical limit, so that your not scraping the bottom of the vehicle when you try to go over bumps, etc. You will need to extend the length of the suspension springs in-game, and make sure the suspension constants will not allow your wheels to actually go into the vehicle chassis unless you drop off a cliff or something.

Subject: A Question About Tracked Vehicle Wheel Bones
Posted by Sanada78 on Wed, 24 Sep 2003 03:23:11 GMT
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When you say "ObBox". Do you mean the "WorldBox" or "BoundingBox"? The tank I'm modding is the Medium Tank. In Renegade, it uses a Sespension Spring Length of 0.60. When I edit it, it still don't look right like the tank becomes higher. I'm not really sure how high I'm supposed to move the WheelP bones in RenX but I move them to where the Treads just show out from the Chassis.

Subject: A Question About Tracked Vehicle Wheel Bones
Posted by SomeRhino on Wed, 24 Sep 2003 03:34:49 GMT
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Worldbox. How did you import the Medium Tank? And did the import preserve the WWSkin binding data?

Subject: A Question About Tracked Vehicle Wheel Bones
Posted by Sanada78 on Wed, 24 Sep 2003 04:24:57 GMT
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I imported it using the W3D importer Dante made. It imports the tank in a state with the tank treads sticking out of the chassis like it would in frame 1. The WWSkin data didn't get imported so I had to redo that part.

Subject: A Question About Tracked Vehicle Wheel Bones
Posted by Adavanze on Tue, 30 Sep 2003 18:47:51 GMT
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When you import them, if you import the stuff to data folder, it will take the textures from always.dat and work fine.

Im guessing once you get this working you are going to realise that the tracks dont rotate round.

Subject: A Question About Tracked Vehicle Wheel Bones
Posted by Sanada78 on Wed, 01 Oct 2003 20:58:34 GMT
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I found out the problem now, I fell like I've wasted hours on nothing. To figure out what was wrong, I was editing the tread bones, trying to get it to work. In the end, it wasn't them, it was the dam WorldBox. It was a little too big and was basically "lifting" the tank from the ground a little. Anyway, problem solved. Thank you for all your help.