Subject: Vehicle Bone Request
Posted by xptek_disabled on Fri, 16 Jan 2004 20:37:06 GMT
View Forum Message <> Reply to Message

Hi,

I was wondering if someone could bone a vehicle for me.

Its wheels, chassis, and turrets are all seperated. All I need is for someone to bone the wheels, turret, etc.

Please e-mail me at xptek@spro (dot) net if you can bone it for me.

I will be releasing this in a map and will give you full credit for your work.

PS: It's my first real model so don't be too hard on me.

Subject: Vehicle Bone Request
Posted by Deactivated on Fri, 16 Jan 2004 20:46:34 GMT
View Forum Message <> Reply to Message

The model looks nice

Try looking at these.
http://renhelp.laeubi-soft.de/?tut=26
http://renhelp.laeubi-soft.de/?tut=15

Subject: Vehicle Bone Request
Posted by xptek_disabled on Fri, 16 Jan 2004 20:53:49 GMT
View Forum Message <> Reply to Message

SeaManThe model looks nice

Try looking at these.
http://renhelp.laeubi-soft.de/?tut=26
http://renhelp.laeubi-soft.de/?tut=15

Thanks,

I tried that tutorial before but can't get past where it instructs you to "go to file/XRef objects, click `add` again, select the mammoth tank model (C:\Program Files\RenegadePublicTools\HowTo\Vehicles\Mammoth Tank) and once again the window will popup with a list of all the objects in the model, scroll down to find the wheels, you`ll notice there

is a whole crap load of em, all we`re interested in are the WheelC01R.00, wheelC02L.00, wheelP01RL.00, WheelP02R.00 bones, so select them and click ok. A screen will popup saying "one or mosre objects you have selected has a transform animation. Do you wish to merge this animation?" click `No` select the wheels (don`t select the worldbox or origin) and click `merge` and the bones will appear on your screen.(if you cant see them, zoom out)
"

The problem is "WheelC01R.00, wheelC02L.00, wheelP01RL.00, WheelP02R.00" aren't in the list so I can't add 'em.

Subject: Vehicle Bone Request
Posted by General Havoc on Fri, 16 Jan 2004 22:57:18 GMT
View Forum Message <> Reply to Message

Hmm I boned that vehicle before, no really I did, got the map to prove it somewhere.

CwazyapePS: It's my first real model so don't be too hard on me.

It's Copyright 2003 by Madtone as far as I remember. So you couldn't have modelled it.

EDIT:
http://modx.renevo.com/showthread.php?s=2cee6f7d981ae9d4a8990237519c7bde&threadid=273

Subject: Vehicle Bone Request
Posted by xptek_disabled on Fri, 16 Jan 2004 23:02:21 GMT
View Forum Message <> Reply to Message

General HavocIt's Copyright 2003 by Madtone as far as I remember. So you couldn't have modelled it.

I did this back in 2000 (Last time I used 3ds max) and now want to port it to ren.

Subject: Vehicle Bone Request
Posted by General Havoc on Fri, 16 Jan 2004 23:04:59 GMT
View Forum Message <> Reply to Message

Yeah I did bone it, I have the boned gmax file still, but I did unfortunetly loose the mod folder. It doesn't take long to get it into leveledit though. I boned it last year some time.

http://modx.renevo.com/showthread.php?s=2cee6f7d981ae9d4a8990237519c7bde&threadid=273

Subject: Vehicle Bone Request

Posted by xptek_disabled on Fri, 16 Jan 2004 23:05:59 GMT
View Forum Message <> Reply to Message

General HavocHmm I boned that vehicle before, no really I did, got the map to prove it somewhere.

CwazyapePS: It's my first real model so don't be too hard on me.

It's Copyright 2003 by Madtone as far as I remember. So you couldn't have modelled it.

EDIT:
http://modx.renevo.com/showthread.php?s=2cee6f7d981ae9d4a8990237519c7bde&threadid=273

I put the truck up for download at http://www.3dtotal.com/ for anyone who wants to bone it. (Under low poly-section)

Subject: Vehicle Bone Request
Posted by General Havoc on Fri, 16 Jan 2004 23:06:42 GMT
View Forum Message <> Reply to Message

I already boned it, I have the gmax file. You want it?

Subject: Vehicle Bone Request
Posted by xptek_disabled on Sat, 17 Jan 2004 01:31:30 GMT
View Forum Message <> Reply to Message

General HavocI already boned it, I have the gmax file. You want it?

Sure. Would appreciate it a lot.

If you could E-Mail it to me.

Thanks