Subject: Setting up with LinkedXform
Posted by Spice on Thu, 17 Feb 2005 18:07:50 GMT
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How is this done? No matter what I try it doesn't seem to work. Here is a picture of my subtree and what my linkedXform vertices are linked to. I set it up how westwood did the nod buggy. It doesn't work.

Is there a export W3D setting?

I first linked my Graphical wheel to the wheelc bone , Then linked my wheelc bone to my wheelp bone. Then I selected my graphical suspension and added the mesh select modifier. I select my vertice i wanted to follow the wheelp bone and added the linkedXform animation modifier. I then linked those vertices to my wheelp bone. I then animated.

Subject: Setting up with LinkedXform
Posted by Deactivated on Thu, 17 Feb 2005 18:25:07 GMT
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Do not use LinkedXForm. Use the WWSkin binding tool.

Subject: Setting up with LinkedXform
Posted by Spice on Thu, 17 Feb 2005 18:56:32 GMT
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SeaManDo not use LinkedXForm. Use the WWSkin binding tool.

Where is it? And how do I use it?

Subject: Setting up with LinkedXform
Posted by Deactivated on Thu, 17 Feb 2005 21:52:16 GMT
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Create tab> Space Warps>WWSkin and then add the suspension bones>click on anywhere on model space to create the WWSkin object where you will use the "Bind to a spacewarp" button.

Subject: Setting up with LinkedXform
Posted by Spice on Sun, 20 Feb 2005 21:39:12 GMT
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Do I used the WWskin spacewarps as the bones? So I weould link them to the vertices instead of the boxes I'm using as bones?

I'm not sure what to do with these spacewarps.

Subject: Setting up with LinkedXform
Posted by Slash0x on Mon, 21 Feb 2005 00:32:18 GMT
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- The mesh has to be applied to the WWSkin.
- Use the "Bing to a spacewarp" (drag from object to WWSkin) and then the dots of fun start to show up on the screen.
- And don't forget to add the "bones" while selecting the WWSkin under the edit tab...

Beyond that, it's self-taught...easy really.