Subject: Trex Boning ? Any ideas?
Posted by Crow3333 on Thu, 22 Mar 2007 15:52:10 GMT
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Hey!
This is my Trex model:

Has anyone an idea how I can bone the model. Maybe as vehicle or character? I saw that
RA:Apathbeyond boned some ants. Maybe the same way can work with the trex too. Has
someone an idea how to make this?

Subject: Re: Trex Boning ? Any ideas?
Posted by Jerad2142 on Thu, 22 Mar 2007 16:00:11 GMT
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If you bone it with the infantry system you will have to make hundreds of new animations (for
jumping, running, walking, shooting, crouched, crouched walking, damaged, falling and more).
It would be by far easier just to set it up using vehicle physics (then you have two animations
forward and backward).
To do it that why bone the trex and then export it (as trex or something) then make a forward
animation and export the as trex_m and then a backward animation as trex_b.
Then just attach the script Reborn_IsMech to it and give it the sound effect to use when the foot
hits the ground and what frames the foot hits the ground (obviously this way is much simpler but
also has a lot of limitations).

Subject: Re: Trex Boning ? Any ideas?
Posted by Crow3333 on Thu, 22 Mar 2007 16:05:56 GMT
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okay i try that now. Maybe i can bind the head to the turret bone an make the turret only 35 deg.
movable. Then should the head work too.

Subject: Re: Trex Boning ? Any ideas?
Posted by Jerad2142 on Thu, 22 Mar 2007 16:06:45 GMT
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Yes, but attach the neck to the barrel bone so it bends up and down.

Subject: Re: Trex Boning ? Any ideas?
Posted by Crow3333 on Thu, 22 Mar 2007 17:04:20 GMT

there´s a small problem. Everytime I attach the Reborn script I can´t enter the vehicle anymore. What causes this?

The animation seems to work, because the vehicle is sliding a bit and the legs are moving. It looks not very smooth and very "choppy" (hope it´s the right word).

Subject: Re: Trex Boning ? Any ideas?
Posted by Jerad2142 on Thu, 22 Mar 2007 17:07:13 GMT

It will look choopy when the vehicle is moving slowly, could you get in the vehicle before you attached the script if yes make sure you didn't change the size or move the worldbox in the animations. Also make sure that the script M00_Disable_Collisions is not attached to it.