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Subject: Can't figure it out

Posted by [N1warhead](#) on Thu, 26 Jun 2008 23:35:34 GMT

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Ok I swear I am boning this vehicle the right way, I used to could do it, and I swear I am doing it right still.

I will let y'all download this file and tell me what I am doing wrong, because no matter what A) The vehicle floats in the air about 1 foot off the ground, and B) It won't move, but I hear the engine roaring.

Please help me,  
N1warhead.

Here is a pic of it also.

(No the map is not part of the mod, it is just a random map I used for testing purposes.)

The file was created with 3ds max 8, so it's a MAX file.

I just want to know what I am doing wrong with it, if y'all want, you can Bone it up for me the right way and I will see what I am doing wrong. Or y'all can just tell me what I am doing wrong.

Thanks,  
N1warhead.

### File Attachments

1) [GoCart1.zip](#), downloaded 159 times

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Subject: Re: Can't figure it out

Posted by [Reaver11](#) on Fri, 27 Jun 2008 00:18:33 GMT

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Can you export it as .3ds or .gmax file because I use renx so I cant open .max files.

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Subject: Re: Can't figure it out

Posted by [Canadacd](#)n on Fri, 27 Jun 2008 00:34:51 GMT

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WHAT THE FUCK IS THAT

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Subject: Re: Can't figure it out  
Posted by [N1warhead](#) on Fri, 27 Jun 2008 01:52:50 GMT  
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Reaver11 wrote on Thu, 26 June 2008 19:18Can you export it as .3ds or .gmax file because I use renx so I cant open .max files.

It's gonna be something lol.

I can't use real go carts though sadly =(, because as far as I know of, ren don't show your character actually sitting in the seat on the steering wheel lol.

So it's an enclosed go-cart lmao.

So I guess you could call it Micro-machines lol.

But the mods gonna be like a Mario cart like deathmatch thingy LOL.

And as you can tell, I am not a skinner what so ever.

#### File Attachments

1) [Gocart.3DS](#), downloaded 142 times

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Subject: Re: Can't figure it out  
Posted by [LR01](#) on Fri, 27 Jun 2008 07:19:13 GMT  
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what, that it is floating?  
move you Pwheel bones up

and why do the MUZZLEA1 and MUZZLEA0 bones don't have barrel bones?

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Subject: Re: Can't figure it out  
Posted by [N1warhead](#) on Fri, 27 Jun 2008 15:57:31 GMT  
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LR01 wrote on Fri, 27 June 2008 08:19what, that it is floating?  
move you Pwheel bones up

and why do the MUZZLEA1 and MUZZLEA0 bones don't have barrel bones?

K I will try that.

Well the bottom Muzzles don't have barrels, I want them to stay straight with the vehicle. But the Top gun on the back, that has a turret and Barrel bone.

I will try that though with the P bones.  
Thanks,  
N1warhead.

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Subject: Re: Can't figure it out  
Posted by [N1warhead](#) on Fri, 27 Jun 2008 16:08:57 GMT  
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Oh and I forgot to mention, it was floating a lot higher than that, I just made the spring length 0 and that's as high as it is now. It was like 9 feet high.

(I haven't messed with the P bones yet, I just wanted to point that out first hehe)

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