Subject: Models

Posted by Poskov on Fri, 14 Nov 2008 02:45:01 GMT

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Can someone write a tutorial for me
that shows how I can make a tank's treads,
like the light tank's,
pulled up into the hull so it won't get stuck into the ground?

Light tank (treads pulled up into hull, so it can have any amount of mass and not get stuck)

Tank (treads normal, so it gets stuck in the floor with a mass above 7000)

File Attachments

1) untitled2.JPG, downloaded 605 times

2) untitled.JPG, downloaded 609 times

Subject: Re: Models
Posted by anant on Fri, 14 Nov 2008 05:12:53 GMT
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nias

Subject: Re: Models
Posted by LR01 on Fri, 14 Nov 2008 09:24:30 GMT
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ueh, renhelp?

Subject: Re: Models
Posted by MGamer on Fri, 14 Nov 2008 17:57:38 GMT
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uhh... deja-vu any1?

http://www.renegadeforums.com/index.php?t=msg&th=30725&start=0&rid=2 3598

Subject: Re: Models
Posted by ErroR on Fri, 14 Nov 2008 18:05:30 GMT
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MGamer wrote on Fri, 14 November 2008 19:57uhh... deja-vu any1?

http://www.renegadeforums.com/index.php?t=msg&th=30725&start=0&rid=2 3598

Awesome now we can post in 2 topics parallely!

Subject: Re: Models
Posted by Di3HardNL on Fri, 14 Nov 2008 19:56:47 GMT
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i dont really know how to, so im sorry i cant make a tutorial for you

Subject: Re: Models
Posted by mrÃ£Ã§Ä·z   on Sat, 15 Nov 2008 12:08:53 GMT

...

Subject: Re: Models
Posted by Poskov on Sat, 15 Nov 2008 14:25:52 GMT

I tried renhelp, couldn't find my answer there.

Subject: Re: Models
Posted by Gen_Blacky on Sat, 15 Nov 2008 19:31:48 GMT

Im surprised no one has made a tut on this. It really simple you just space wrap the vertex points on the tread or wheels. I might try to make one.

Subject: Re: Models
Posted by _SSnipe_ on Sat, 15 Nov 2008 19:36:55 GMT

I still don't get what your trying to do?

Subject: Re: Models
Posted by Poskov on Mon, 17 Nov 2008 21:39:43 GMT

Gen_Blacky, could you show me how to do it?

Subject: Re: Models
Posted by Gen_Blacky on Mon, 17 Nov 2008 21:42:12 GMT

maybe when i fix my pc still having hdd problems

Subject: Re: Models
Posted by LR01 on Tue, 18 Nov 2008 14:14:45 GMT

SSnipe wrote on Sat, 15 November 2008 20:36I still don't get what your trying to do?

yea, I don't follow anymore to

Subject: Re: Models
Posted by Gen_Blacky on Tue, 18 Nov 2008 23:20:29 GMT
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LR01 wrote on Tue, 18 November 2008 08:14SSnipe wrote on Sat, 15 November 2008 20:36I still don't get what your trying to do?

yea, I don't follow anymore to

what i think hes trying to do is make it so the tread or wheels mold the shape of the terrain in stead of it being a solid piece of mesh, their is a tut how to do this but it donsent show how to do it with space wrapping. So when the vehicle falls it takes that impact like shocks instead looking like it bounces or has no impact due to the fall. If you look at the nod light tank or mamy in w3d viewer you will see the wheels are sucked into the hull that's its greatest impact. Thats the only thing i can think of since that's what prevents vehicles getting stuck into the ground on spawn.

Subject: Re: Models
Posted by danpaul88 on Tue, 18 Nov 2008 23:39:10 GMT
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I *HAVE* written a tutorial on this... ages ago!

http://www.apathbeyond.com/forum/index.php?showtopic=17018

Apply WWSkinning to the treads as shown in that tutorial, then make a 1 frame animation where the second frame has the wheels 'pulled up into the hull', and export it with the second frame shown. Then use the suspension length settings in LE to bring them back to their original position.