
Subject: Decided To Finish But...

Posted by [Good-One-Driver](#) on Sun, 14 Mar 2010 06:41:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok so i decided to finish my harvy its 98% done except the boning i dont know what to bone,

for example the world box
what i do with that?

and all the little bones on the wheels and the claws and the lights..

thank you,

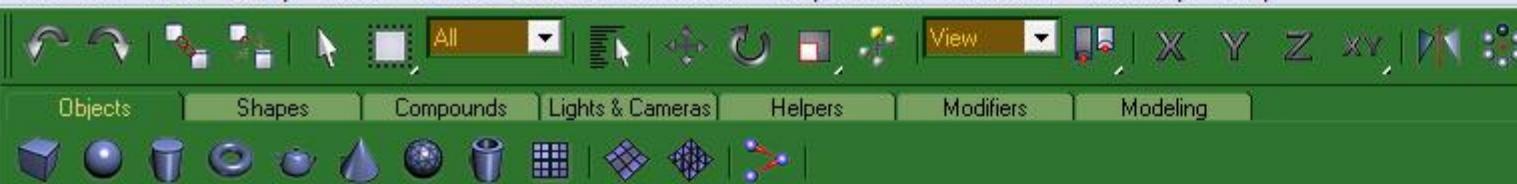
i will release this for all of you who are wondering

File Attachments

1) [Untitled.jpg](#), downloaded 526 times



2) [harvvybonehelp.jpg](#), downloaded 501 times



Perspective



z
x
y

< 0 / 100 >

5 10 15 20 25 30 35 40 45 50 55 60 65

None Selected

Click or click-and-drag to select objects

Add Tim



Subject: Re: Decided To Finish But...

Posted by [Good-One-Driver](#) on Sun, 14 Mar 22:29:55 GMT

ok i boned it thanks to Error

now my nod harvy not work for some reason even though my gdi dose...

i boned the same and everything

File Attachments

1) [gdi132.jpg](#), downloaded 724 times



2) [gndi132.jpg](#), downloaded 732 times



Subject: Re: Decided To Finish But...
Posted by [Sean](#) on Mon, 15 Mar 2010 01:56:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

nais fps babe.

also wtF ur harvy went thru the air?

The gdi one looks ok tho

Subject: Re: Decided To Finish But...

Posted by [Good-One-Driver](#) on Mon, 15 Mar 2010 02:19:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

yes any idea why?

Subject: Re: Decided To Finish But...

Posted by [Slave](#) on Mon, 15 Mar 2010 13:03:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Put the animation slider from frame 0 to 1, and model the suspenion in it's most squized in position. As if it was carrying the weight of the world on it's back.

This is described in detail somewhere in the original w3d tutorials found in your mod folder.

Export and retry.

Subject: Re: Decided To Finish But...

Posted by [ErroR](#) on Mon, 15 Mar 2010 13:29:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good-One-Driver wrote on Mon, 15 March 2010 00:29boned it thanks to Error
lol i thought i told you i have no idea what the problem is

Subject: Re: Decided To Finish But...

Posted by [Good-One-Driver](#) on Tue, 16 Mar 2010 00:27:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Mon, 15 March 2010 07:03Put the animation slider from frame 0 to 1, and model the suspenion in it's most squized in position. As if it was carrying the weight of the world on it's back.

This is described in detail somewhere in the original w3d tutorials found in your mod folder.

Export and retry.

i tryed it... it didnt work

Subject: Re: Decided To Finish But...

Posted by [Di3HardNL](#) on Fri, 19 Mar 2010 11:56:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

I see you imported my harvester

The windows looks kinda messed up now cause you use the wrong settings, now you don't see the character in it.

I could share the scene I have from the harvesters. But they are in .max. So you will need 3ds max. If you have I could upload the scene.

Subject: Re: Decided To Finish But...

Posted by [Good-One-Driver](#) on Sun, 21 Mar 2010 04:07:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

thanks man i appreciate it!
