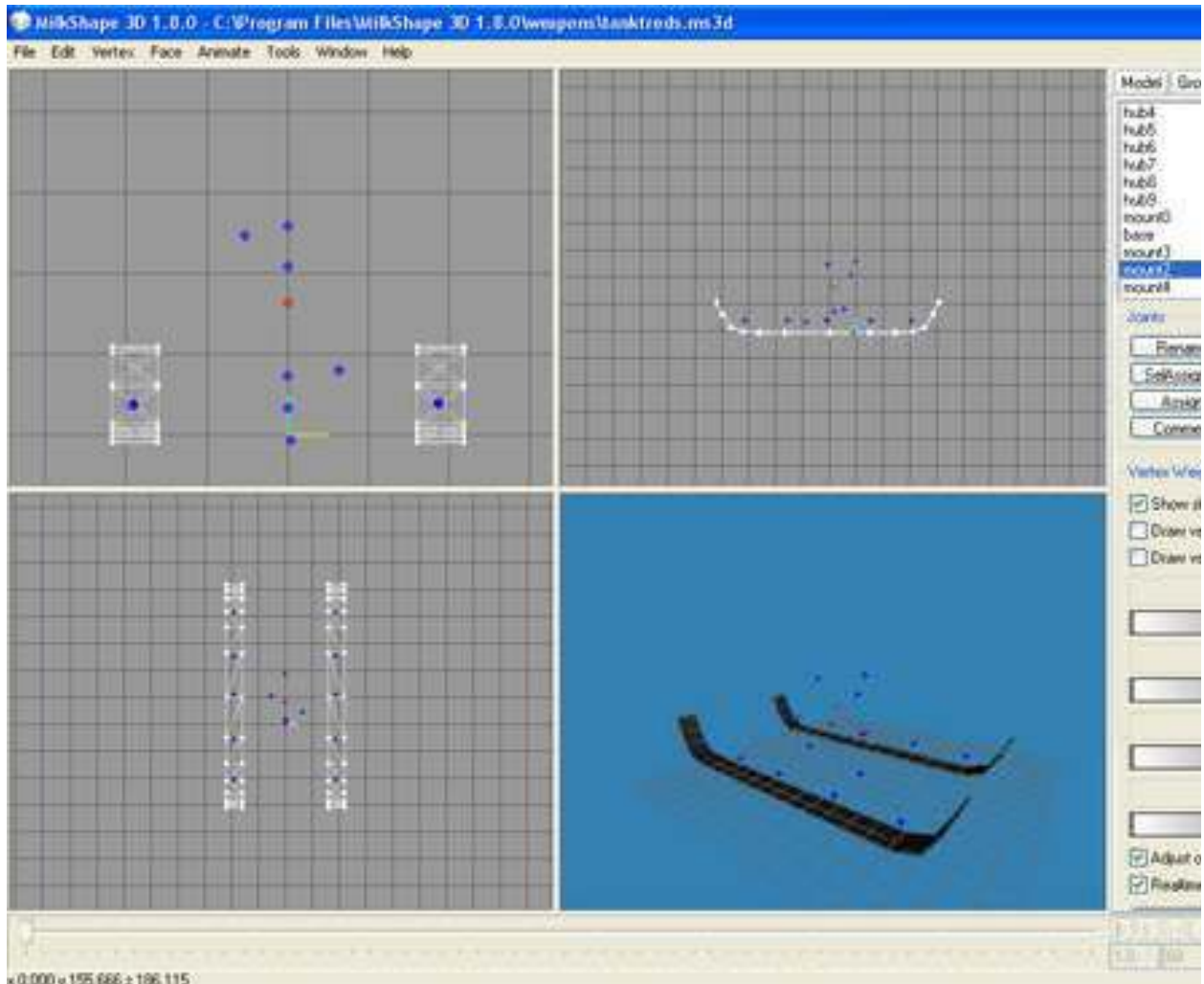


Setting up a tank for Combat Starter kit

You will notice that the tanks in Combat Starter kit are set up a little differently than you might expect. This is not our attempt to confuse you. The way the network sends packets requires us to find a way to update the turret position in a primary packet. Otherwise the turret movements are extremely jerky.

When you add additional tanks to Combat Starter kit you shouldn't have any trouble as long as you follow this setup method. It may take a little more time but the results will be worth the extra work. The first shot shows the basic tank setup with all required nodes. This contains the collision mesh and the tracks. The body will be attached to the highlighted node thru the script.

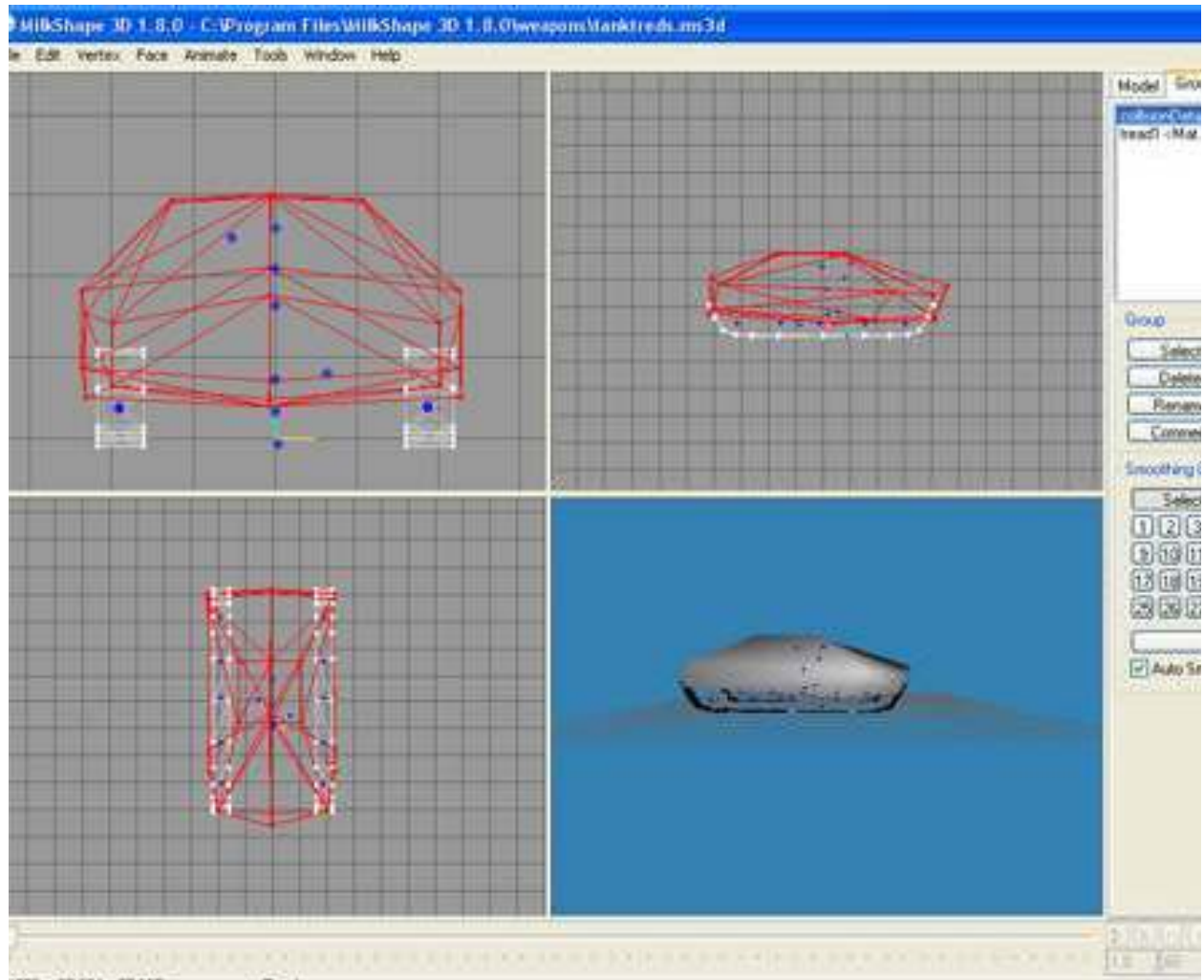


This portion of the tank is exported as the tank.dts.

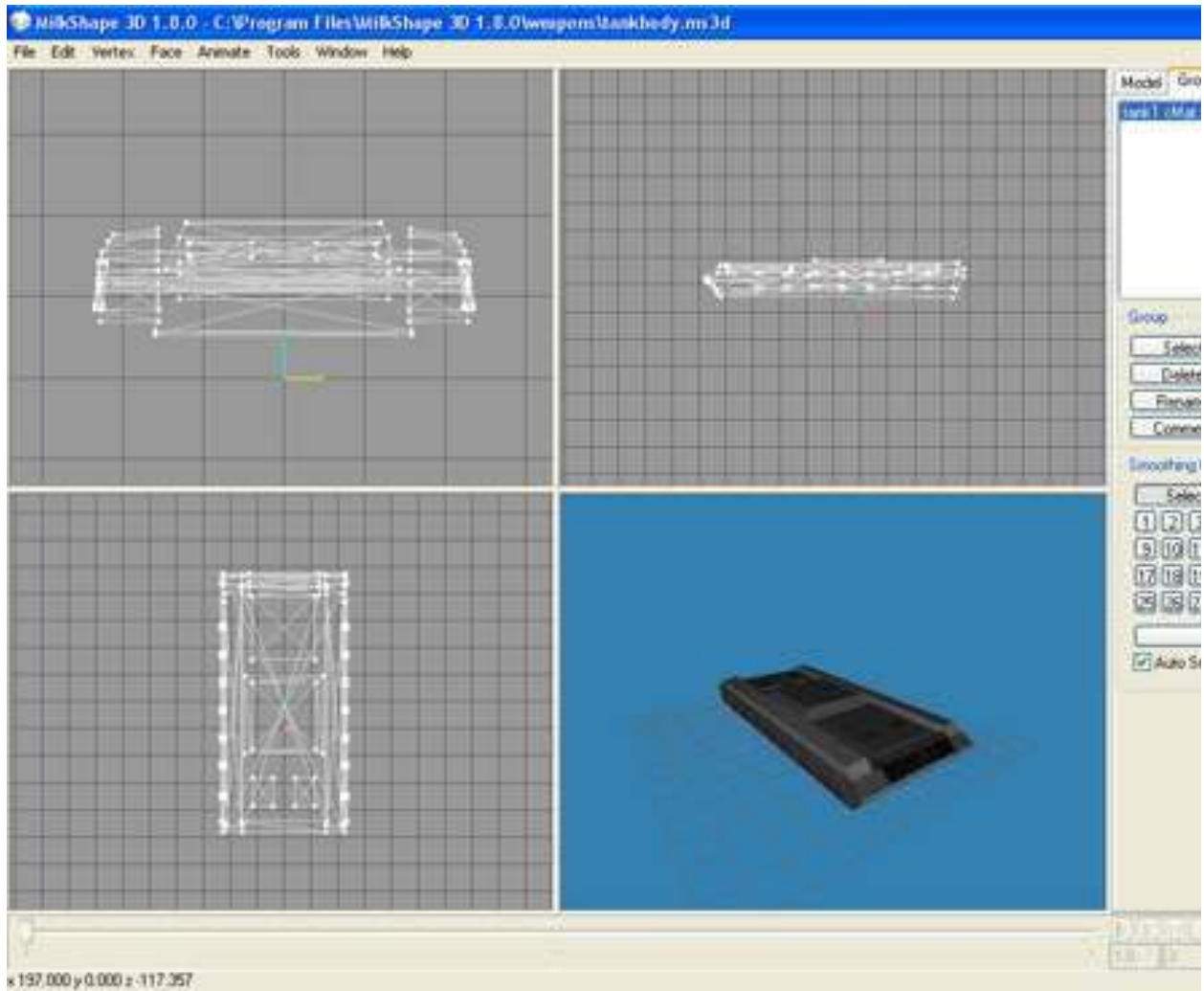
These nodes must be included. Note: All Hub nodes are rigged as springs and weighted to the treads. The wheels will be mounted to each hub.

Hub0.....	mount0- Driver Mount
Hub1.....	mount1- Passenger Mount
Hub2	mount2- Turret Mount
Hub3.....	mount3- Main Gun (barrel)
Hub4.....	mount4- Additional turret mount (machinegun)
Hub5.....	mount5-Tank Body Mount
Hub6.....	
Hub7.....	
Hub8.....	
Hub9.....	

Below is how the collision mesh is set up with the treads. The tank body will be inserted into this collision mesh by the tank.cs script.

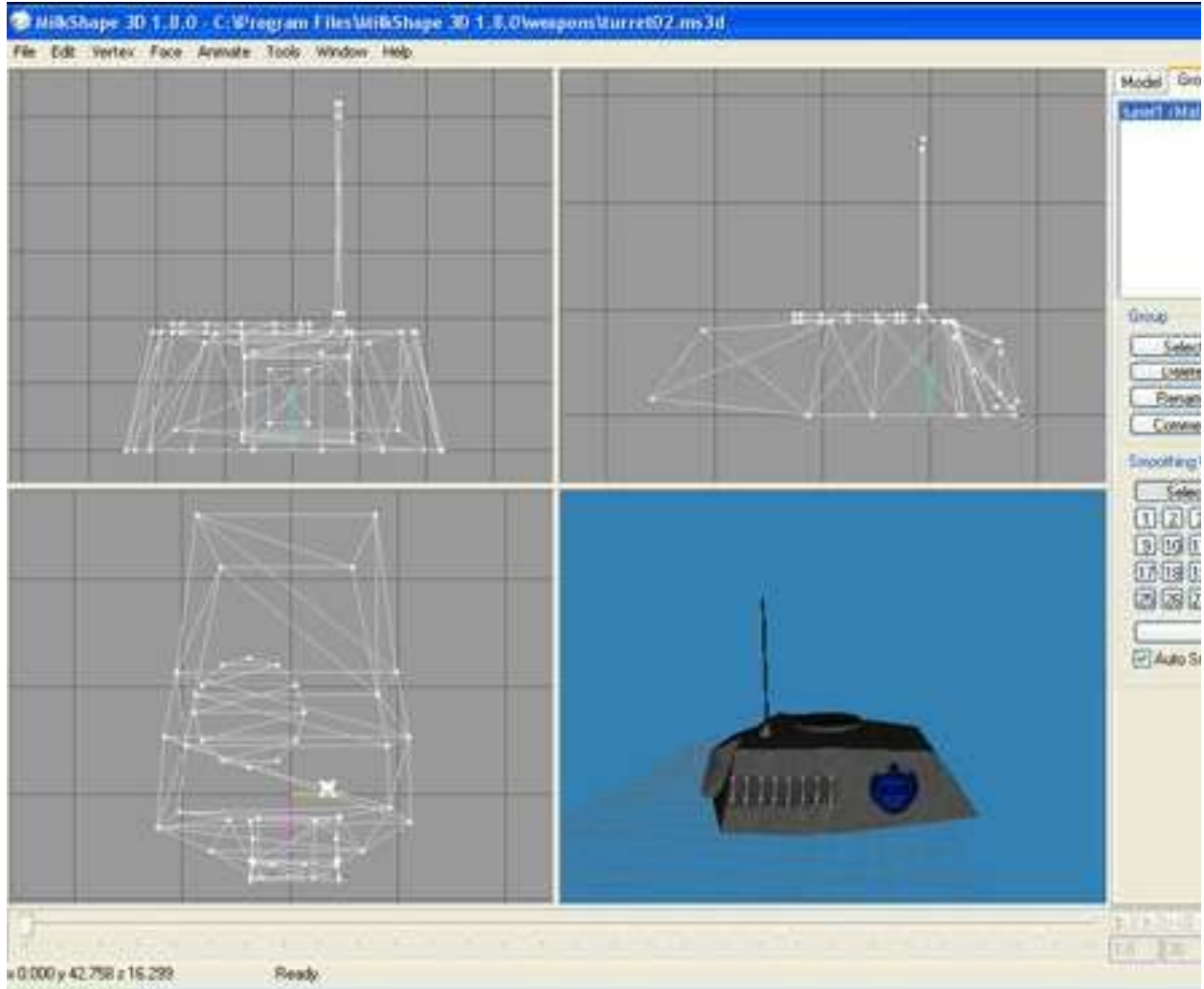


Next set up the tank body to export. Since it will be connected to the treads at mount5 from the root this is very simple.

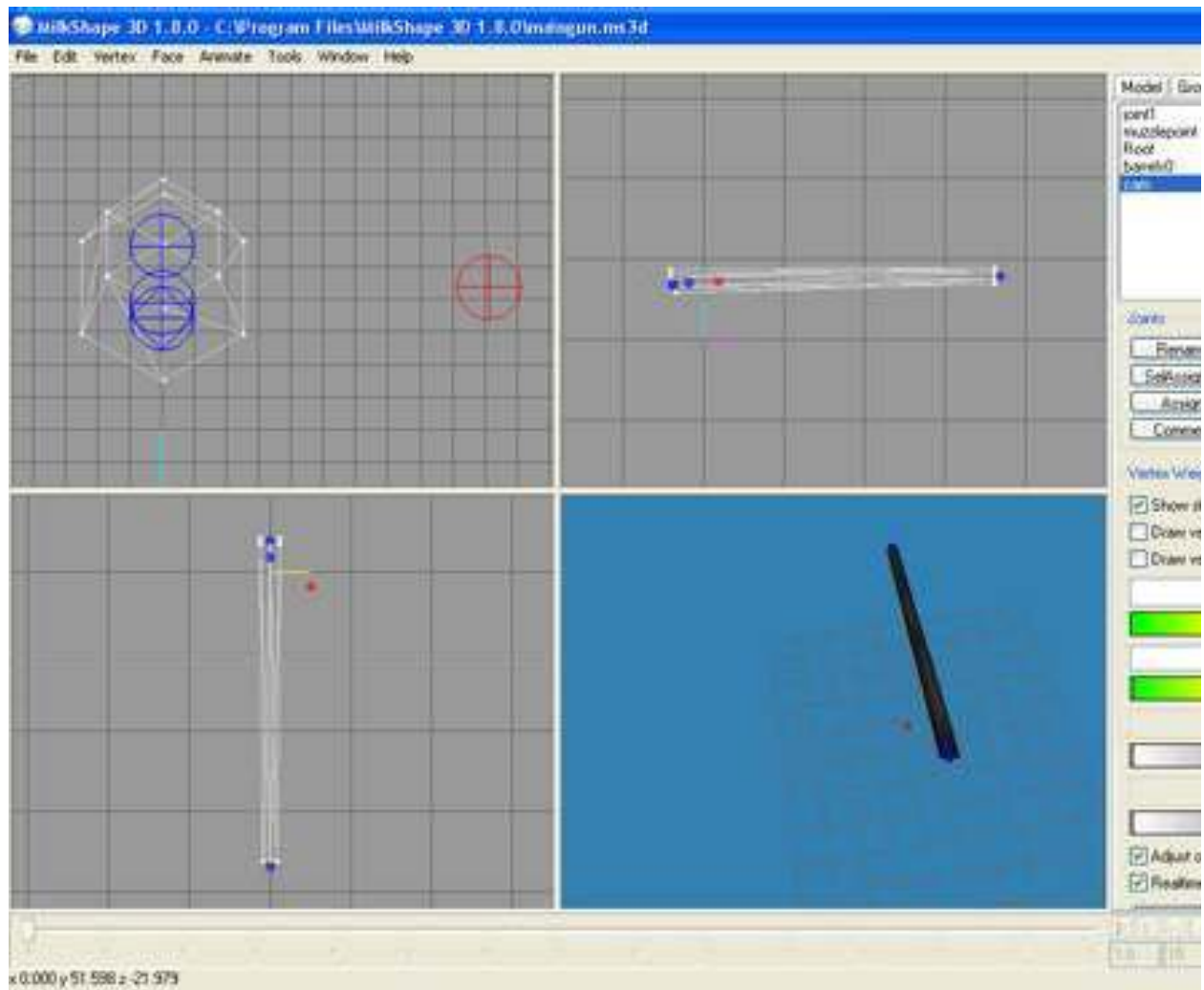


You can add a root node or you can allow this mesh to be attached at its center of mass.

The turret below has is set up the same as the body. The game engine modification will allow it to turn laterally on the mount2 node.



Last is the main gun. Make sure there is a cam node placed beside the barrel or above it if that is the view you prefer. This will be the drivers view.



Like any other weapon this mesh needs a muzzlePoint and a root node where it will attach to mount3. The engine modification allows the main gun to swivel around with the turret.

This is a picture from Show Pro Tool with the completed tank.

