

Always group an Editable Poly and a Bone (the names of the poly and the bone don't matter, but the name of the group is important - the mission won't start if the name is wrong).

To control the order of the objects, it's recommended to link the objects and then select the 'Bones have Root' option from the export dialog.

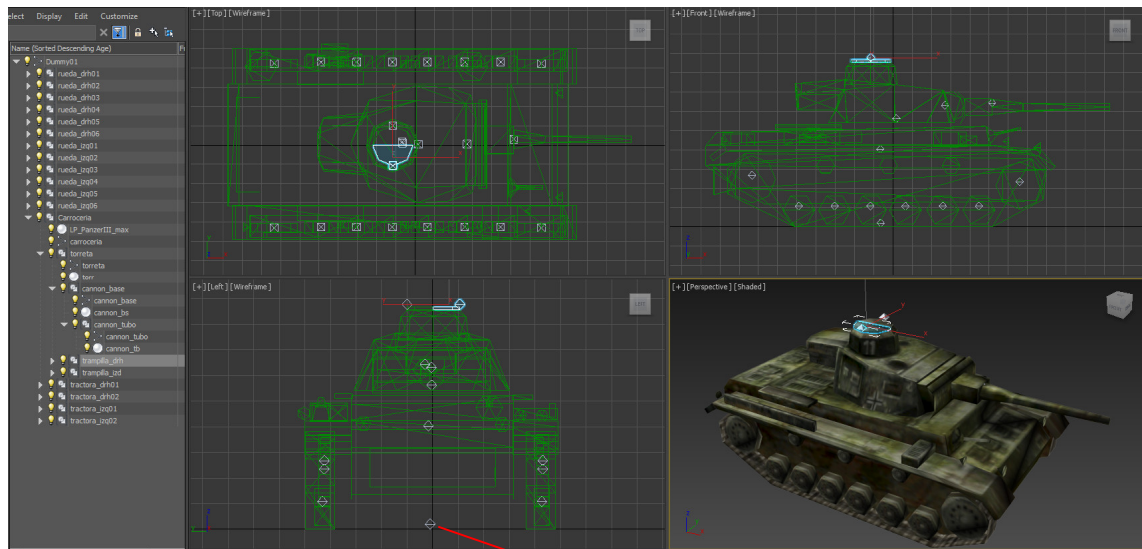
Also notice the order of the names:

RuedaBL, RuedaFL, RuedaFR, RuedaBR, CARROCERIA

Check the screenshot above to see where the bones of an ordinary vehicle (a car with four wheels) have to go.

Don't check the 'Output Bone Hierarchy' box for cars.

The model must have exactly one MultiMaterial. The Sub-Materials must be Standard materials with a Bitmap as diffuse map). The bitmaps must be 256-colors bmps with the dimension 128x128 pixels (or any other square powers of two,  $2^n \times 2^n$ , max. 256x256).



Tanks consists of more objects and bones.

The 'Dummy01' group has no poly, only a bone (this one), it's the root of all other objects.

rueda\_\* are the six small wheels on each side, tractora\_\* are the big wheels (two on each side, one in the front, the other one in the back).

drh = right, izq = left

The treads are part of 'carrocera' but they have their own material. It's also defined in the .ANI file.

In the folder objects there are some screenshots of the other parts and their bones.