

ENG: [VIDEO](#)

For a 3D model to move during motion, it needs to be animated through the <suspensions>

<suspensions>

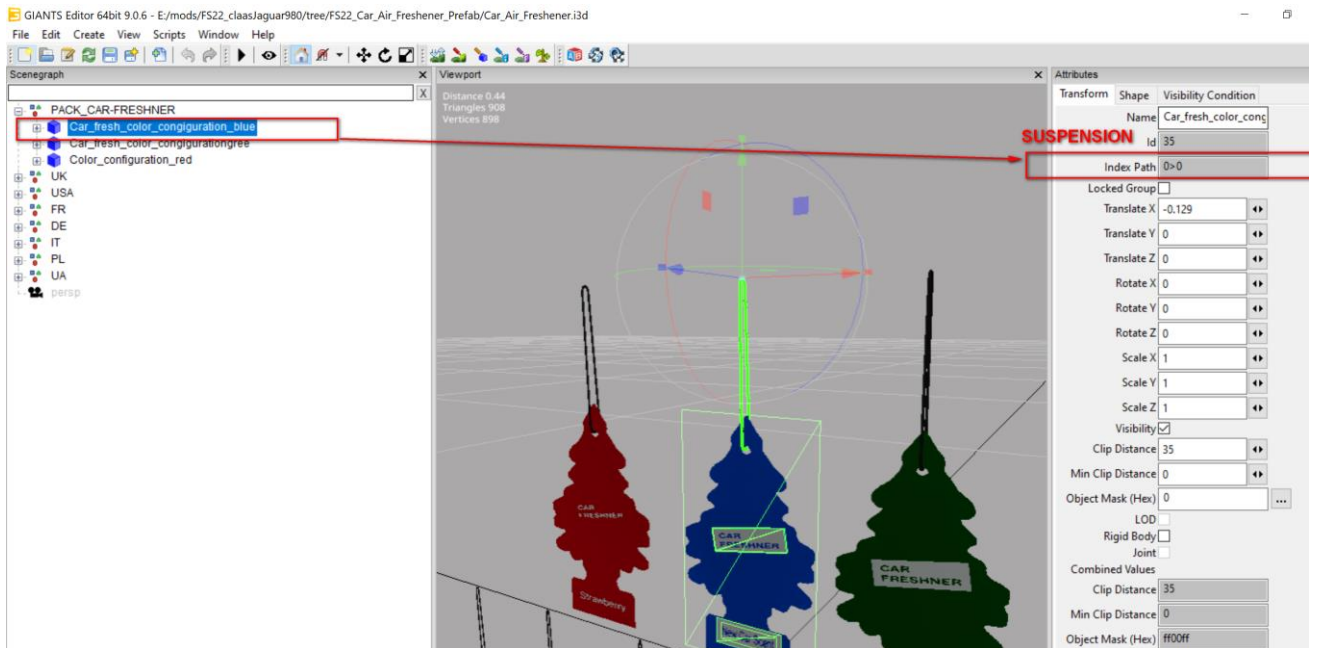
<!-- COPY -->

```
<suspension node="INDEX_GIANTS_EDITOR" weight="950" minRotation="10 0 -26" maxRotation="20 0 14.2" suspensionParametersX="50 10"
suspensionParametersY="50 10" suspensionParametersZ="50 10" inverseMovement="true"/>
```

<!-- COPY -->

</suspensions>

INDEX_GIANTS_EDITOR - index path in vehicle with a GIANTS Editor. **minRotation="10 0 -26"** **maxRotation="20 0 14.2"** - Here you can adjust the model's rotation angles. I recommend adjusting the rotation in the giant editor and entering values here or using my default values.



```
1581 <suspensions>
1582   <suspension node="seat" weight="150" minTranslation="-0.05 -0.15 0.0" maxTranslation="0.05 0.15 0.0" suspensionParametersX="20 4" suspensionParam
1583   <suspension useCharacterTorso="true" weight="90" minRotation="0 -5 -5" maxRotation="0 5 5" suspensionParametersY="7 1" suspensionParametersZ="7 1" />
1584   <suspension node="0>0|4|12|0|0" weight="950" minRotation="10 0 -26" maxRotation="20 0 14.2" suspensionParametersX="50 10" suspensionParametersY="50 10"
1585   <suspension node="0>0|4|12|1|0" weight="950" minRotation="10 0 -26" maxRotation="20 0 14.2" suspensionParametersX="50 10" suspensionParametersY="50 10"
1586   <suspension node="0>0|9|7|2|0|0|0" weight="3550" minTranslation="-0.04 0 -0.04" maxTranslation="0.05 0 0.05" suspensionParametersX="50 10" suspensionParamet
1587   <suspension node="0>0|17|0|0|9|0|0" weight="9950" minRotation="-8 -8 -8" maxRotation="8 8 8" suspensionParametersX="50 10" suspensionParametersY="50 10"
1588 </suspensions>
1589
1590 <dashboard>
1591   <groups>
1592     <group name="MOTOR_STARTING" isMotorStarting="true"/>
1593     <group name="MOTOR_ACTIVE" isMotorStarting="true" isMotorRunning="true"/>
1594     <group name="MOTOR_STOP" isMotorStarting="false" isMotorRunning="false"/>
1595   </groups>
1596   <default>
1597     <dashboard displayType="EMITTER" node="0>0|17|0|0|7|0|0|0|0|0|0" baseColor="SHARED_GREY" emitColor="SILOKING_RED1" intensity="21.4" groups="MOTOR_ACTIVE" />
1598
```

index path Car Air Freshener with a GIANTS Editor.

DE: [VIDEO](#)

Damit sich ein 3D-Modell während der Bewegung bewegen kann, muss es durch die <Suspensions> animiert werden.

```
<suspensions>
```

```
<!-- COPY -->
```

```
<suspension node="INDEX_GIANTS_EDITOR" weight="950" minRotation="10 0 -26" maxRotation="20 0 14.2" suspensionParametersX="50 10" suspensionParametersY="50 10" suspensionParametersZ="50 10" inverseMovement="true"/>
```

```
<!-- COPY -->
```

```
</suspensions>
```

INDEX_GIANTS_EDITOR - index path im Transport mit einer GIANTS Editor. **minRotation**="10 0 -26" **maxRotation**="20 0 14.2" - Hier können Sie die Rotationswinkel des Modells einstellen.

Ich empfehle, die Drehung im Rieseneditor einzustellen und hier Werte einzugeben oder meine Standardwerte zu verwenden.

