
Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i
Posted by [Anonymous](#) on Tue, 21 Jan 2003 18:18:00 GMT

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Actually, it's a funny thing, the body of my vehicle fits the hummvee better so I borrowed the bones from it. I did however use the suspension from the Nod Buggy. So, do I just need to delete this linked xform altogether? I am so confused. I think it's much easier to animate one in 3DSMax then to set it up for Renegade.
