
Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i

Posted by [Anonymous](#) on Tue, 21 Jan 2003 17:59:00 GMT

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Use ww skin binding not linked xform There is a little section about it in the official westwood tutorial.....C:\Program Files\RenegadePublicTools\HowTo\W3D Tutorials\content.htm then select wwskin tutorial I had the same problem with my shock on the nod recon cycle to gdi conversion. That will get your vehicle suspension moving with your axles. For a closer look at how it's done open up the humvee vehicle in the westwood vehicles pack and select one of the suspension parts.....they all have wwskin bindings applied to them. hope this helps you out.....if not PM me and I'll give you a little more coaching or do something to get you rolling Eric.
