
Subject: Greg, anyone: Rotor bone....

Posted by [Anonymous](#) on Tue, 05 Nov 2002 21:47:00 GMT

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Yes, you could make a half track that way (why didn't I think of that!) The only thing that won't work is the tracks won't scroll with the movement of the vehicle because that code is in the TrackedVehicleClass (you'll need to use WheeledVehicle) But that is a pretty minor thing anyway.greg
