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Subject: Re: Questions

Posted by [Reaver11](#) on Wed, 28 May 2008 14:17:55 GMT

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LR01 wrote on Wed, 28 May 2008 04:441. How many Positions/Wheels bones can a vehicle have?

2. How do I make a texture have transparent color? (and then not the add shader)

3. How do static mesh get shadow?

1. Hmm as far is I know 99 Wheels is the max set of wheels you can have Wheelp01 -> Wheelp99 etc

2. duno

3. duno

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