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Subject: "Balance Bones" and RenX question.  
Posted by [YSLMuffins](#) on Wed, 23 Jul 2003 07:00:36 GMT  
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No, the Recon Bikes can tip, I don't think there's a "bone" that prevents that. It's its physics setup in Level Edit.

If you create your vehicle in the top viewport, it should automatically be ok. Go to the Hierarchy tab and click the button "Affect Pivot Only".

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