Subject: Re: Models
Posted by danpaul88 on Tue, 18 Nov 2008 23:39:10 GMT
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I *HAVE* written a tutorial on this... ages ago!

http://www.apathbeyond.com/forum/index.php?showtopic=17018

Apply WWSkinning to the treads as shown in that tutorial, then make a 1 frame animation where the second frame has the wheels 'pulled up into the hull', and export it with the second frame shown. Then use the suspension length settings in LE to bring them back to their original position.