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Subject: Re: Vehicle entry points, need help!  
Posted by [Jerad2142](#) on Fri, 20 Mar 2009 13:42:37 GMT  
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See the little havoc model, move him down so he is standing on the ground, and center him at 0.00,0.00,#. Then make sure the entry zone extends around the tanks world box.

For exiting, just make sure the soldier is standing outside the world box, and make the small blue zone just around him, the exit point should be level with the Z of the nearest seat bone (if no seat bone, #,#,0.00).

Origin bone's position doesn't really matter, I usually just place it at 0,0,0, that is also the point that the vehicle will rotate around (0,0,0 not the origin bone that is).

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