
Subject: A Question About Tracked Vehicle Wheel Bones
Posted by [Sanada78](#) on Wed, 01 Oct 2003 20:58:34 GMT

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I found out the problem now, I fell like I've wasted hours on nothing. To figure out what was wrong, I was editing the tread bones, trying to get it to work. In the end, it wasn't them, it was the dam WorldBox. It was a little too big and was basically "lifting" the tank from the ground a little. Anyway, problem solved. Thank you for all your help.
