
Subject: Questions with importing a vehicle model
Posted by [Anonymous](#) on Sun, 01 Dec 2002 15:37:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have a model that I'd like to use to replace the Nod Buggy, but when I load it to test it out, it hovers off the ground, and the wheels don't turn when you turn left or right, and they don't rotate when you move forward or backward. I've got the bones and everything set...but obviously I've done something wrong, eh? It's the first vehicle I've attempted to make.

Subject: Questions with importing a vehicle model
Posted by [Anonymous](#) on Sun, 01 Dec 2002 15:47:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

just keep adjusting the wheels bones hight, i had same prob, its normal for beginners

Subject: Questions with importing a vehicle model
Posted by [Anonymous](#) on Sun, 01 Dec 2002 16:05:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

No matter how high up I put the wheel bones, it still floats like an inch. And what about the wheels turning?

Subject: Questions with importing a vehicle model
Posted by [Anonymous](#) on Sun, 01 Dec 2002 16:42:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

how did you NAME your bones, you may want to double check that

Subject: Questions with importing a vehicle model
Posted by [Anonymous](#) on Sun, 01 Dec 2002 16:46:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

OriginWheelP01EWheelC01EWheelP02EWheelC02EWheelP03ESWheelC03ESWheelP04ESWheelC04ESBarrelTurretMuzzleA0 The turret turning doesn't work, either... [December 01, 2002, 16:48: Message edited by: Taximes]

Subject: Questions with importing a vehicle model
Posted by [Anonymous](#) on Sun, 01 Dec 2002 16:53:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

What heirarchy are your bones set up in? You might want to check that also.~Bumpaneer

Subject: Questions with importing a vehicle model
Posted by [Anonymous](#) on Mon, 02 Dec 2002 13:08:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Keep repositioning, and make sure your heirarchy exactly matches WW.

Subject: Questions with importing a vehicle model
Posted by [Anonymous](#) on Tue, 03 Dec 2002 00:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, thanks, the problem was in the heirarchy. But now the wheels sink into the ground :S
