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Subject: Help Needed

Posted by [Mauler](#) on Wed, 13 Aug 2008 16:56:46 GMT

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Hi. Just wondering if anyone could help me with a strange problem.

I have created a test vehicle to further my knowledge in Renegade modding, was curious if anyone knew how to fix this i have looked at many tutorials but can never find any solution to this. Everything works except the wheels on the model... i also have a video to describe it better any help would be appreciated.

Video Link

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Subject: Re: Help Needed

Posted by [Omar007](#) on Wed, 13 Aug 2008 17:42:38 GMT

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You have to turn the bones in your front wheels.

That should solve the problem.

Turn it 90 degree to above if i seen the movie right

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Subject: Re: Help Needed

Posted by [Reaver11](#) on Wed, 13 Aug 2008 18:26:35 GMT

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You should link the wheel bones to the chassis.

After that make your your P bones so they stick a little out of the wheels, now it is looking that your vehicle has a set of flat tires.

Further more just rotate the bones (use affect pivot) So you can actually see if you are rotating it the right way.

After the rotation your it should look like this ->

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Subject: Re: Help Needed

Posted by [mr£Ä\\$Ä-z](#) on Wed, 13 Aug 2008 19:12:40 GMT

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Weeee nice Vehicle

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Subject: Solved!

Posted by [Mauler](#) on Sat, 16 Aug 2008 11:42:38 GMT

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Got it work it was simply a naming problem... got it figured out thanks for the help!

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