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Subject: Vehicle hovering or buried

Posted by [Anonymous](#) on Thu, 12 Dec 2002 11:38:00 GMT

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I think you experienced modders can help me with this. I've seen this problem described once before on these forums in a search, but none of the responses seem to be helping. I've got a modeled tank. Got all the bones in, positioned, and linked. I've got my 1 frame of animation with the wheels tucked up. When I export my model and put it into my level, it either hovers off the ground or the tracks are buried partially in the ground. I keep moving things around, trying to reposition the wheels and stuff, but I only get either of these two positions. Can anyone tell me what I'm doing wrong? I've copied the tutorials, I've checked to be sure everything is linked okay, and I'm still getting this. On a related note, when you export your model, should you be exporting with while it's in frame 1 (the wheels tucked up position) and should you be exporting it as an animated model? I've tried all sorts of combinations but still get this same result. Thanks, Hellchick

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