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Subject: Questions with importing a vehicle model  
Posted by [Anonymous](#) on Sun, 01 Dec 2002 15:37:00 GMT  
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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.

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