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Subject: Setting up a tank for engine run.

Posted by [danpaul88](#) on Tue, 17 May 2005 22:56:45 GMT

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yeah...well it covers the turret and wheels...tracks i am not so sure on myself at the moment...

worldbox is simply a box object with physical and camera collision options which surrounds your vehicle. It is set to OBBOX in w3d settings...

non turret vehicles...well thats simple, dont put any turret bones in

seats..well...not sure on this 1 either

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