
Subject: "Balance Bones" and RenX question.
Posted by [bigwig992](#) on Wed, 23 Jul 2003 04:41:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

For the longest time I always wondered why my vehicles were never boned correctly, tonight I finally payed attention while reading the howto file.

Question 1:How do I align the world axis in RenX?

Question 2:What's the name of the bone the recon bike uses to prevent tipping?
