Subject: Tank Treads Split
Posted by npsmith82 on Sun, 03 Aug 2003 23:08:48 GMT
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This isn't really my question to answer, but may it have something to do with the type of export you chose? Like "Hierarchical model" or "Hierarchical Animated Model"... that was just my random stab in the dark so i doubt it's related.

However, I've noticed that the W3D viewer will display some objects strangely as it doesn't take any mass, gravity or weight into consideration.

Maybe you should go ahead and try the tank ingame and see if it still shows the splits.