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Subject: Vehicle entry points, need help!

Posted by [Reaver11](#) on Sun, 15 Mar 2009 23:52:36 GMT

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I have actually no clue on how the vehicle entry points work / how to set it up properly. Mostly I have been working on vehicles the same size as a renegade vehicle.

Here is the vehicle in question I have moddeld a P1000 which was a german WO2 concept. It has never been builded in real-life.

I think the suspension settings might influence it.

SpringConstant 60000

Dampingconstant 3000

Suspension length 3.00

I will reskin the vehicle lateron but atm I'm wanting to try out how it roles. Does anyone know what is wrong / what I should change?

Here a scale pic

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