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Subject: Vehicle Help

Posted by [wubwub](#) on Mon, 15 Jun 2009 23:37:40 GMT

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I need Help

I am making a new map and i want to make vehicles for it. Yes i have read the tutorials on renhelp.net etc it all makes sense until ive hit a little snag with the rotation bone

It says on the tutorial that in "top" viweport that the Z axis should be faceing down on your screen. But mine it only shows the x and y axis (I am useing 3ds max 8 )

When i open the vehicle into level edit the back wheels spin in a 360 degrees motion around the bottem of the car (Like the z axis on rotation sphere in 3ds max) whenever i move the car

I dont know how to fix this

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