You should make sure the the following is true for your vehicle ->

Use affect pivot -> center the pivot in the following objects.
Contact bones, center bones and the wheel mesh.

Then you can simply center the center bones. (I think you have already done that)

For the last part it sounds as you x-as from your centerbones pivot is dislocated. What you should do is the following. Select your centerbones and rotate your pivot so the x-as is going to the front of your vehicle, y-as goes sideways and z-as goes up.

I believe you have used this tutorial?
http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=60
The thing is the pivots rotation depends on which way your vehicle is facing in Renx. So if my suggestion or their suggestion isnt working try rotating it differently. I suspect all you have to do is rotate the x-as so iut is facing the front of your vehicle. (You play around a bit with rotating the pivot)