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Subject: Vehicle Tracks/Treads

Posted by [Aircraftkiller](#) on Sun, 25 Jan 2004 02:23:38 GMT

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Set the V Track Offset from 7.0 or whatever you had it set on in LevelEdit to 0.0, then set the U Track Offset to 7.0 or anything that looks like the tracks are moving quickly enough for the vehicle.

It's simply mapped wrong, that fixes everything.

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