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Subject: I need help from people who know how to model vehicles

Posted by [jonwil](#) on Thu, 15 Apr 2004 05:21:52 GMT

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how do wheels and tank treads work?

I am working on a program that will load a w3d file of a wheeled or tracked vehicle and will show it driving (with proper wheel movement). Its for a project for university .

But I need to know which bones to manipulate and how to manipulate them to get the correct wheel movement. (for the project, we have to show something that obeys the laws of physics and stuff, hence the need to have the wheels moving)

As to why I am doing it this way, this feature will be part of a w3d viewer app. The other advantage is that I dont have to make any 3d models

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