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

Posted by [Deactivated](#) on Fri, 16 Apr 2004 12:21:14 GMT

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SomeRhinoThe WheelC bones are linked to WheelP bones, which translate along their Z axis to create suspension, unless more complicated suspension bones are used. I can give you a Max file when I get off work tonight if you remind me, Jon, if you want to see how a wheeled vehicle is set up.

Use WWSkin to create suspension. Select the verticles you want to make move up and down and set WheelP bone as the controller object.

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