
Subject: Last Resort!

Posted by [Anonymous](#) on Wed, 04 Dec 2002 20:19:00 GMT

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I need help with my new buggy model. I can not get the enter transsion to work! I have tried many different combo's with script zone size and character position, but nothing will work anymore. It did work, but I reworked my model and messed it up somehow. I've read all the help files on this but I can't get it working. Also, my model seems to be parcialy below the grid plane, not any of the main body, just about a 4th of the wheels. Should I move it up more on the Z axis in RenX or is there another way?Triforce

Subject: Last Resort!

Posted by [Anonymous](#) on Wed, 04 Dec 2002 22:27:00 GMT

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please post a screenshot of your model, and screenshot of the vehicle's transition zones... thank you...

Subject: Last Resort!

Posted by [Anonymous](#) on Wed, 04 Dec 2002 22:31:00 GMT

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quote:Originally posted by Dante:please post a screenshot of your model, and screenshot of the vehicle's transition zones... thank you...What he said, or you can contact me on via email, Russell_Ziegler@hotmail.com and I can help you out with the vehicle's bones and the transition zones.... I have had good success with vehicles...
