
Subject: Re: Vehicle bones

Posted by [Jerad2142](#) on Mon, 23 Apr 2007 16:08:04 GMT

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This is because you still have the animation for either the orca or apache in the animation box. Go into level editor and remove apache.apache or m_orca.m_orca (it will be something like that) from the animation field. Or go into RenX and attach every thing to the origin bone, your air craft does not need wheel bones.
