Ok, I know the basics of how to use WWskin, but I am having problems adding a specific mesh to a WWskin binding.

Basically whenever I click 'Bind to spacewarp' and attach the mesh to the WWskin object the mesh flips upside down and moves about -0.4 in the X direction, and the vertices, which are highlighted, cannot be selected at all so I can't even bind them that way and manually put the mesh back where it's supposed to be.

Has anyone had this problem before, and if so do you know of any solution? I have already added two meshes to the WWskin object without any problem, and other meshes do not move around and rotate themselves when added, it's just two particular meshes that are doing it (and they happen to be the tank treads, which really NEED to be bound to the WWskin or they look retarded :S)