
Subject: boning tracked vehicles

Posted by [General Havoc](#) on Wed, 19 Mar 2003 23:19:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Test it in the game and use the "EDIT_VEHICLE" command to see what spring length setting looks best. This is probably the best way to test it. As people said you only need to adjust the setting by 0.1 or something each time.

_General Havoc
