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

Posted by [SomeRhino](#) on Thu, 15 Apr 2004 12:48:24 GMT

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When the vehicle is moving forward, the WheelC bones rotate positively on the Z axis (so the pivots on wheelC bones have to be rotated 90 degrees along the Y axis so the X axis is pointing upright in Max). The 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.

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