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Subject: Re: Vehicle bones

Posted by [danpaul88](#) on Sun, 22 Apr 2007 20:18:20 GMT

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You need wheel bones

Just make two sets of wheel bones linked to nothing, one on each side of your model. The engine uses these to work out how the VTOL will land on the ground and such. They don't need to be linked to a wheel in the model, just to the origin.

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