PathWheels 2024 1.041 for 3ds Max

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PathWheels 2024 1.041 for 3ds Max:

- **Motion Along a Path:** Vehicles in this category operate following a predetermined path, including shapes and splines, allowing for smooth and uniform movement.
- **Positioning Based On The Pivot: I**t makes it possible to position and simulate movement based on the pivot or guiding points, giving realistic behavior and alignment to the wheels.
- **Wheel Movement Simulation:** Precisely simulates the rotation and rolling of wheels by the vehicle's movement along the path.
- **Steering Movement Simulation:** Mimics the steering movements such that the vehicles naturally negotiate curves or follow a complex route.
- **Adhering To A Path:** Makes vehicles adhere to the assigned path without deviation from the alignment and the intended movement direction.
- **Many Cars And Paths Support:** Enables the simultaneous simulation of several vehicles associated with distinct or similar paths, providing varied situations.
- **Changes of Moving:** It is possible to change things such as the routes that should be taken and the actions that should be performed by the vehicle while the action is taking place.
- **Settings That Can Be Altered:** Catered to adjust parameters such as the rate of speed, the rate of spin of the tires, the angles of the steering wheel, and the degree to which the vehicle follows the route.
- **Conflict Prevention:** Some features prevent overlapping or clash of multiple cars on overlapping or common routes.
- **Three-Dimensional Simulation:** Provides immediate feedback about the movement of the vehicle, the rate at which the wheels are spinning, and the position of the car relative to the routes, thus improving usability.

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