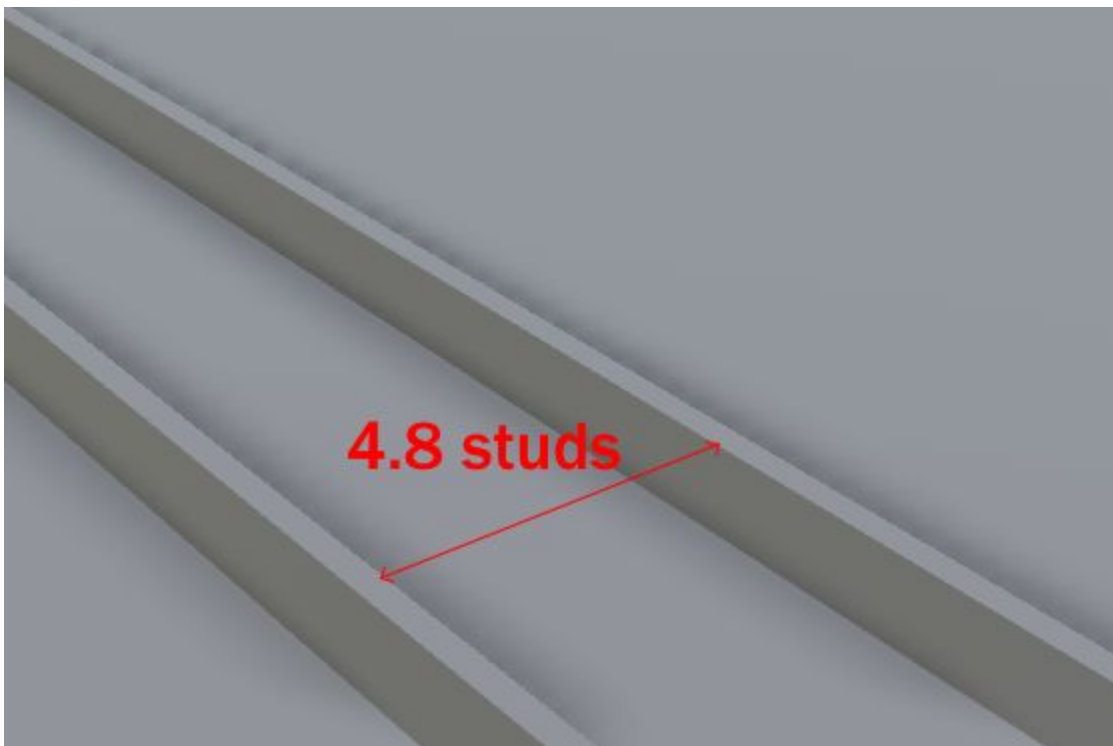


How to insert a ROBLOX model:

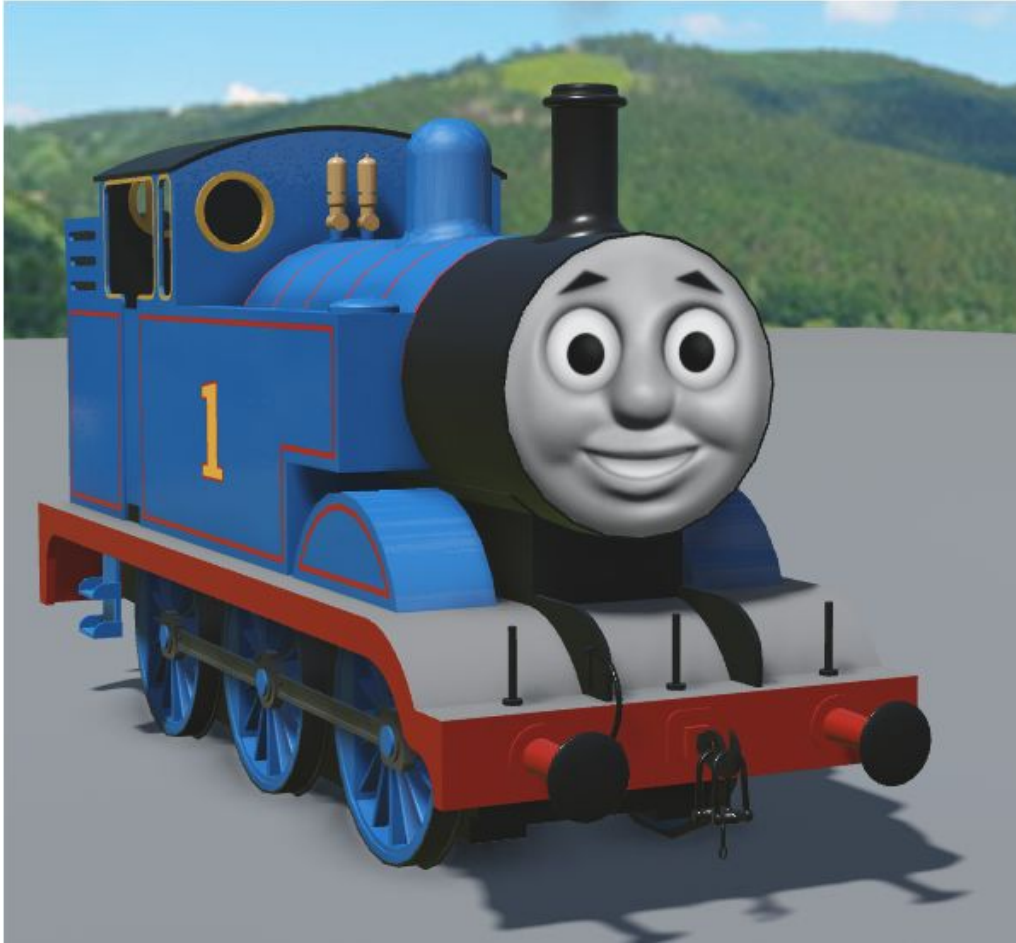
Step 1: Open a place in the 'Create' Tab



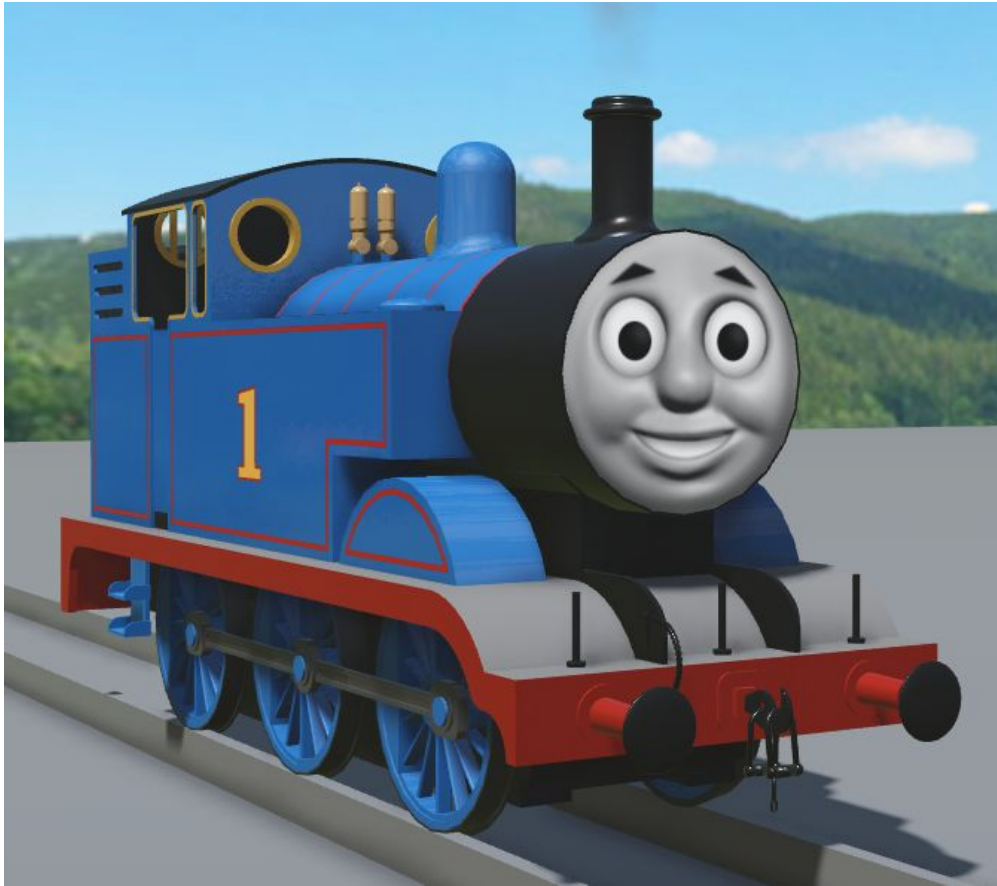
Step 2: Once in the place, make two rails, they can be any width, so long as there is 4.8 studs of space between them. (The recommended width of the rails themselves would be 0.4 studs.)



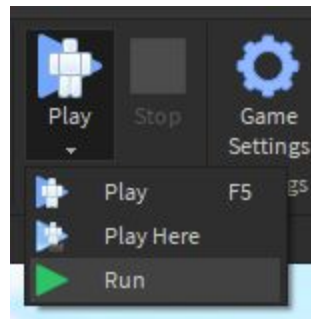
Step 3: Drag the .rbmx file of the model you want to drive, into the studio place.



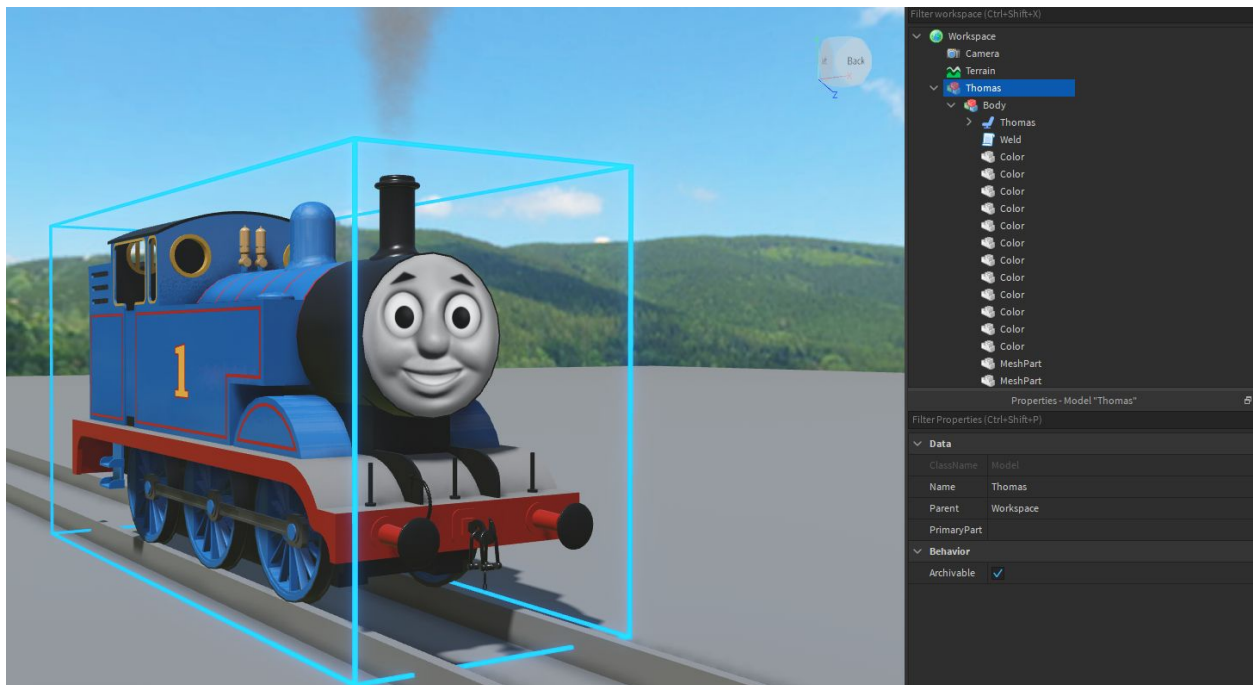
Step 4: Position the model onto the rails that you have made.



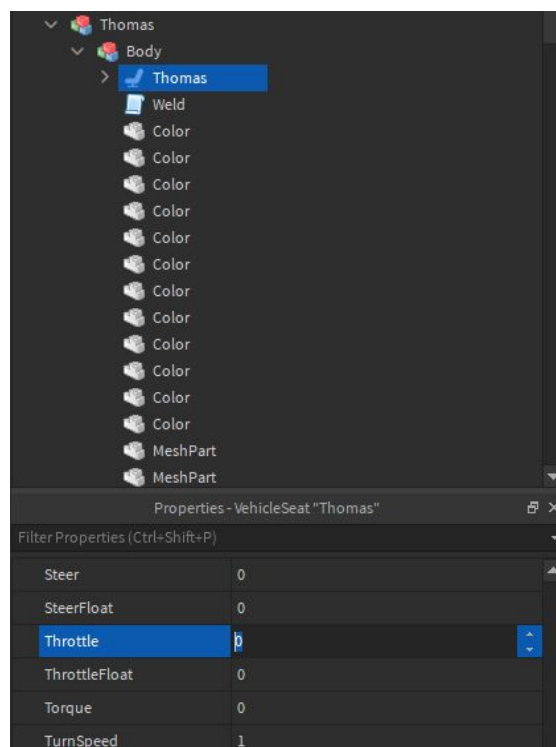
Step 5: To drive the model, go into 'Run' mode, which is located in a drop-down, at the top of the studio tab



Step 6: Select the model in the 'Explorer' tab, and find the VehicleSeat



Step 7: Select the VehicleSeat, then go into its properties, scroll down until you see an option called 'Throttle' which should be set to 0 by default, set it to 1 to go forward, and -1 to go backward



Step 8: Enjoy! Feel free to make your own custom track, custom sets, etc.
For a useful plugin for making curves (Since Roblox lacks splines) click the
link below

<https://www.roblox.com/library/144938633/Archimedes-Two-v2-4>