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Subject: Renegade Alert Light Tank

Posted by [Slash0x](#) on Sat, 17 Jul 2004 19:00:36 GMT

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PermaGrin^^ What the fcuk are you talking about? The outside of the back cylinder sticks out further and it is larger, as to keep the tread from coming off.

Bite me...

Sir PhoenixxThe treads go exactly where they're supposed to go on the last gear.

(Just for the record, since giving the last gear actual teeth would add way too many polygons, I left it as a simple cylinder (almost simple...) and made it's UVW mapping seperate from that of the other gears, so that the teeth can be added by the texture, but Aircraftkiller wanted it to be the same as the other gears... (I also originally left the backs of the gears seperate...))

Thanks for the EXPLANATION "without" the sarcasm from hell...

EXPLANATIONS are better than FLAMING over something so dumb... :rolleyes:

OVERALL:

Nice model. To bad I cannot do texture very well, anyone have so good tutorials for gaming textures for 3d models? Thanks in advance.

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