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Subject: Setting up a tank for engine run.

Posted by [RetrocideX](#) on Sun, 15 May 2005 12:53:26 GMT

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Well I have a tank model already finished and I'm wanting to make it work within the W3D engine. My problem is, how? What bones and or boxes do I need to merge and how do I set it up. Now this has tank wheels and treads, I'de like to see all of the wheels move and the textures on the tread move with it (Much like how Renalert did theirs.). This does not have a rotating turret or a secondary fire. Any help is greatly appreciated thankyou in advance.

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