
Subject: Re: Need help (tank modeling)

Posted by [my486CPU](#) on Sun, 17 Oct 2010 04:25:52 GMT

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Gen_Blacky wrote on Fri, 15 October 2010 23:28

your muzzle flash emitter must be linked to your muzzle bone. Its easier to unwrap your model in 3ds max you can do it in renx but its a lot harder.

These are 2 tutorials i look at when setting up vehicles

<http://www.renegadehelp.net/index.php?act=tutorial&id=6202>

<http://www.apathbeyond.com/forum/index.php?showtopic=17018>

What are the W3D export settings for the mz_v_gdi_medtnk box?
