
Subject: C&C Commando: Tiberium Harvester
Posted by [Aircraftkiller](#) on Fri, 28 May 2004 17:39:00 GMT
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All you had to do was select the edges and scale them inward, then weld the vertex points... And put the wheel texture on that. There was no need to fuck up the wheels.

Blazer, he didn't do anything on that vehicle except add those light meshes in the front. All of it was done by Eric Kearns.
