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Subject: Vehicle Tracks

Posted by [danpaul88](#) on Sat, 19 Mar 2005 17:53:45 GMT

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Just wondering if anyone can suggest a quick and effective method to making tracks for tanks, and how to set them up. I didn't see anything on Ren Tut's specifically covering this. Thx

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Subject: Vehicle Tracks

Posted by [danpaul88](#) on Tue, 22 Mar 2005 12:55:05 GMT

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anyone? :rolleyes:

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Subject: Vehicle Tracks

Posted by [bigwig992](#) on Wed, 23 Mar 2005 00:39:46 GMT

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W3D was supposed to have tracks set up for Renegade, but for some reason they were disabled sometime before the release.

So, no, no way to do it that I'm aware of.

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Subject: Vehicle Tracks

Posted by [danpaul88](#) on Wed, 23 Mar 2005 12:40:53 GMT

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uhm, I meant tracks as in the tracks on mammoth tank, med tank etc....

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Subject: Vehicle Tracks

Posted by [Oblivion165](#) on Wed, 23 Mar 2005 12:47:22 GMT

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treads

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Subject: Vehicle Tracks

Posted by [AnarchyCow](#) on Wed, 23 Mar 2005 13:16:53 GMT

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Yea Treads... I know you can make them but i think you may have to make them from scratch... whice really sucks...

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I dont know if there is an EFFECTIVE way...

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Subject: Vehicle Tracks

Posted by [Deactivated](#) on Wed, 23 Mar 2005 13:21:31 GMT

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Make a tread-shaped figure with splines in 3DS max and extrude it.

Make sure that you have enough sections in it so it can be made to follow the up and down movement of the wheels.

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Subject: Vehicle Tracks

Posted by [danpaul88](#) on Wed, 23 Mar 2005 21:28:38 GMT

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yeah, i meant treads...

i will give it a go, thanks for the tips

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