
Subject: Re-export stealth tank
Posted by [Slave](#) on Fri, 18 May 2007 16:23:25 GMT
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Okay, so I felt like adding a bump map to the stealth tank, to make it more shiny.

I imported it into renx, added a surface effect, and tried to set it up as a tank again.

It works fine for the biggest part, but I just can't get the suspension attached to the trackpods.

Can anyone help me out on this?

Tnx

Subject: Re: Re-export stealth tank
Posted by [Jerad2142](#) on Fri, 18 May 2007 17:03:28 GMT
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You have to use A wwskin and a bind to spacewap (I think that's what it is called) any they are tools on the tool bar, first click wwskin and place one on the renx building area, then add the origin and wheel bones to its bones list, then click bind to spacewrap and click drag from the wwskin to the stnk body. Click onto the modifiers tab, click the wwwrap (or what ever it is called) then you can try using auto first, but sometimes it doesn't bind it right so you might have to do it manually.

Good Luck looks great so far!!

Subject: Re: Re-export stealth tank
Posted by [CarrierII](#) on Fri, 18 May 2007 18:15:36 GMT
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Looks amazing, can't wait.

Subject: Re: Re-export stealth tank
Posted by [Slave](#) on Fri, 18 May 2007 19:25:05 GMT
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Thanks, but at this rate im afraid it will never get done. As a first timer this is just too ambitious. Also, none of the tutorials seem to cover it all...

Also, as a reward, the gmax file i had is now officially fucked up.

What I did so far was the following:

- import the stank
- remove the LOD junk
- select what I wanted to be shiny, and added a bumpmap
- made the bones invisible, and fixed the worldbox
- Tried to do what Jerad told me to do
- export

Also, I failed to find this Origin you were talking about Jerad.

If an more experienced person is able to fix the stank in gmax format, ready for export, that would be greatly appreciated.

Subject: Re: Re-export stealth tank
Posted by [Gen_Blacky](#) on Fri, 18 May 2007 19:48:32 GMT
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its shiny

Subject: Re: Re-export stealth tank
Posted by [Slave](#) on Fri, 18 May 2007 19:55:02 GMT
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so are you

Subject: Re: Re-export stealth tank
Posted by [Jerad2142](#) on Sat, 19 May 2007 03:35:13 GMT
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Send it to me I will have it fixed in 15 min, send it through pm please.

Subject: Re: Re-export stealth tank
Posted by [Scrin](#) on Sat, 19 May 2007 06:28:51 GMT
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Slave wrote on Fri, 18 May 2007 14:55so are you nice can you give me that skin?

Subject: Re: Re-export stealth tank

Posted by [Slave](#) on Sat, 19 May 2007 09:06:46 GMT

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What skin? The one that made Blacky shiny? Your quote doesn't make much sense.

As for the tank... Why can't you wait till it's done? Ill spam it plenty when it's ready.

Subject: Re: Re-export stealth tank

Posted by [Scrin](#) on Sat, 19 May 2007 20:17:02 GMT

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Slave wrote on Sat, 19 May 2007 11:06: What skin? The one that made Blacky shiny? Your quote doesn't make much sense.

As for the tank... Why can't you wait till it's done? Ill spam it plenty when it's ready.

kk mate...as you wish....

Subject: Re: Re-export stealth tank

Posted by [Slave](#) on Sat, 19 May 2007 21:01:38 GMT

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hmm... i did sound like a bitch, didnt i?

but please, can you just press reply instead of quote?

Subject: Re: Re-export stealth tank

Posted by [Gen_Blacky](#) on Sat, 19 May 2007 21:27:21 GMT

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^ You are a bitch

Subject: Re: Re-export stealth tank

Posted by [Scrin](#) on Sun, 20 May 2007 05:56:01 GMT

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Gen_Blacky wrote on Sat, 19 May 2007 16:27: ^ You are a bitch

lol.....

and mate this white splash in stank its your work or its skinn too?

Subject: Re: Re-export stealth tank

Posted by [Tankkiller](#) on Mon, 21 May 2007 00:35:09 GMT

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The stank is sexy

Subject: Re: Re-export stealth tank

Posted by [SeargentSarg](#) on Mon, 21 May 2007 00:46:57 GMT

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That tank is like HD gears of war.. lol
