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Subject: Modeling tutorial 2

Posted by [Poskov](#) on Sat, 25 Oct 2008 18:54:29 GMT

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Can someone write a tutorial for me that shows how I can make a tank's treads, like the light tank's; pulled up into the hull so it wont get stuck into the ground?

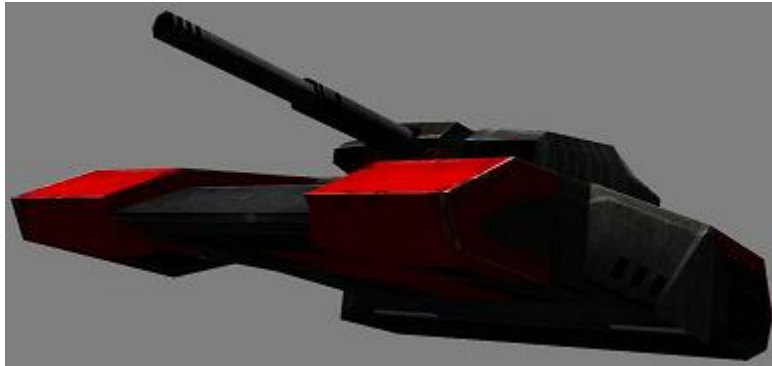
Light tank (treads pulled up into hull, so it can have any amount of mass and not get stuck)

Tank (treads normal, so it gets stuck in the floor with a mass above 7000)

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### File Attachments

1) [2.JPG](#), downloaded 299 times



2) [New Bitmap Image.JPG](#), downloaded 306 times



Subject: Re: Modeling tutorial 2  
Posted by [samous](#) on Sun, 26 Oct 2008 22:19:31 GMT  
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i don'[t have a tut, but thats a nice mammy (if i is a mammy)

=samous

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Subject: Re: Modeling tutorial 2  
Posted by [u6795](#) on Sun, 26 Oct 2008 23:11:08 GMT  
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samous wrote on Sun, 26 October 2008 18:19i don'[t have a tut, but thats a nice mammy (if i is a mammy)

=samous  
Apocalypse tank from Renegade 2.

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Subject: Re: Modeling tutorial 2  
Posted by [samous](#) on Sun, 26 Oct 2008 23:53:16 GMT  
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oh

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Subject: Re: Modeling tutorial 2  
Posted by [Poskov](#) on Mon, 27 Oct 2008 19:14:10 GMT  
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Let's stay on topic; if you can't help me don't post.

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