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Subject: Don't shout at me- vehicle tutorial....  
Posted by [lcrplappo](#) on Sat, 17 May 2003 22:26:22 GMT  
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\*LCRP\*

Hey, does anybody know where i can find a tutorial that, using renx / gmax I can make my own woring renegade vehicle from scratch, design and all? i know someone said there was one in a sticky, so i went there, and to be honest it wasnt what I wanted. If you find one, could you please post me the link? you can always email me @ [k\\_lappo@hotmail.com](mailto:k_lappo@hotmail.com) . Thx

LCRPlappo

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Subject: Don't shout at me- vehicle tutorial....  
Posted by [Dante](#) on Sat, 17 May 2003 22:39:13 GMT  
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in your mod tools directory, how to folder, vehicles

there is a word document on how to do them, and the mammy to look at for example.

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Subject: Don't shout at me- vehicle tutorial....  
Posted by [General Havoc](#) on Sun, 18 May 2003 09:58:24 GMT  
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Yeah that tutorial helps quite a bit. It may not be that user friendly but at least the information it gives you is accurate. No offence to the guy who wrote the other one but it does have misleading information that would put you off boning vehicles. Basically the thing to remeber when looking at the westwood vehicles is that they have more bones than are needed and you only need to pay attention to the ones with ".00" after them unless you actually want to make a LOD model. Other than that each wheel should have 2 bones and each track 2 also.

\_General Havoc

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