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Subject: Re: Harvesters (Player Controlled)

Posted by [Tankkiller](#) on Tue, 31 Jul 2007 01:51:22 GMT

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make your own. Its really simple. Just make box the size of a auto rifle. then make a texture in a \$ shape. Black the areas where the you DONT want visible. then use the magic wand and select the black area. Make that Alpha channeled. then export as dxt5. Then put the texture on the model, and on renegade texture menu put alpha blend under shaders, and uv map it correctly.

or just rip it from apb

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