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Subject: Re: Animating harvester?

Posted by [Reaver11](#) on Mon, 25 Feb 2008 10:37:31 GMT

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Scrin wrote on Mon, 25 February 2008 05:08ok, Di3 just get tiberian dawn harvester, and he need to know how possible animate his tiberium pinchers (claws) to make it works on tib field, when harv collect tiberium.

That harvester is not original ren's, that means without additional features its only model and wheels.

Di3 need to know how possible add animation features for claws in RenX also mesh reflections lol

Oh do I see the sole survivor harvester with my skin

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