
Subject: Modeling tutorial 2

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

[View Forum Message](#) <> [Reply to Message](#)

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)

File Attachments

1) [2.JPG](#), downloaded 472 times



2) [New Bitmap Image.JPG](#), downloaded 484 times

