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Subject: Need help (tank modeling)

Posted by [my486CPU](#) on Fri, 15 Oct 2010 00:38:05 GMT

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I created a crappy little tank only because I wanted to figure out how to do it. Anyway, I have all the bones set up and it seems to work but I cant figure out how to get the smoke for the muzzle to work like the med and light tanks, also I need to create a skin and all the tutorials I read say it needs to be done in 3ds max is there an easy way to do it with renx?

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