Subject: Re: Need help (tank modeling)
Posted by Gen_Blacky on Sat, 16 Oct 2010 03:28:31 GMT
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your muzzle flash emitter must be linked to your muzzle bone. Its easier to unwrap your model in 3ds max you can do it in renx but its a lot harder.

These are 2 tutorials i look at when setting up vehicles

http://www.renegadehelp.net/index.php?act=tutorial&id=6202

http://www.apathbeyond.com/forum/index.php?showtopic=17018

File Attachments
1) bones.jpg, downloaded 294 times