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Subject: Help requested! :) - Vehicle animations  
Posted by [UnitXc](#) on Sun, 27 Apr 2014 22:39:45 GMT  
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hi. about 6 years ago i made some models for fun that were fps versions of C&C generals vehicles, there happened to be a mod going for renegade with that ambition, and i joined it for a short time before uni took over.

I recently found the old 3ds max files i used to make them and updated them with textures (i didnt know how to texture back then)

I want to implement the Gatling tank into future maps I make but im stumped as to how I

1. rig the tank so it can go into renegade.
2. animate the tank to make the barrels spin when shooting

ive done maps, but i dont know how to do vehicles so thats the next thing i want to tackle, simply because its fun

Pretty pictures