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Subject: renx hierarchy...

Posted by [futura83](#) on Mon, 17 Jul 2006 17:23:31 GMT

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i know i ask for alot of help on this forum, but i am discovering asking is much quicker than trying to figure it out on my own

my question is, could someone help me by telling me how to do a renx hierarchy for vehicle making? as i'd love to make my own vehicles/turrets.

thanks in advance

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Subject: Re: renx hierarchy...

Posted by [LR01](#) on Mon, 17 Jul 2006 17:39:01 GMT

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Making a turret is very easy!

<http://renhelp.laeubi-soft.de/index.php?tut=26>

I made 1 to, toke only a couple of minutes and fully function (expect for my new bullet)

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Subject: Re: renx hierarchy...

Posted by [futura83](#) on Mon, 17 Jul 2006 19:03:45 GMT

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thanks for that.

btw, here's my first try to laugh at

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Subject: Re: renx hierarchy...

Posted by [Nightma12](#) on Mon, 17 Jul 2006 21:27:13 GMT

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rofl!

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Subject: Re: renx hierarchy...

Posted by [Zion](#) on Mon, 17 Jul 2006 21:48:28 GMT

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