
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 633 times



2) [New Bitmap Image.JPG](#), downloaded 646 times



Subject: Re: Modeling tutorial 2
Posted by [samous](#) on Sun, 26 Oct 2008 22:19:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

i don'[t have a tut, but thats a nice mammy (if i is a mammy)

=samous

Subject: Re: Modeling tutorial 2
Posted by [u6795](#) on Sun, 26 Oct 2008 23:11:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

samous wrote on Sun, 26 October 2008 18:19i don'[t have a tut, but thats a nice mammy (if i is a mammy)

=samous
Apocalypse tank from Renegade 2.

Subject: Re: Modeling tutorial 2
Posted by [samous](#) on Sun, 26 Oct 2008 23:53:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

oh

Subject: Re: Modeling tutorial 2
Posted by [Poskov](#) on Mon, 27 Oct 2008 19:14:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Let's stay on topic; if you can't help me don't post.
