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?

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.
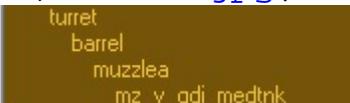
These are 2 tutorials i look at when setting up vehicles

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 684 times

Subject: Re: Need help (tank modeling)
Posted by **my486CPU** on Sun, 17 Oct 2010 04:25:52 GMT
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Gen_Blacky wrote on Fri, 15 October 2010 23:28

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.

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

What are the W3D export settings for the mz_v_gdi_medtnk box?

Subject: Re: Need help (tank modeling)
Posted by Gen_Blacky on Sun, 17 Oct 2010 06:14:02 GMT
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1) dfsdfsdf.jpg, downloaded 604 times

Subject: Re: Need help (tank modeling)
Posted by my486CPU on Sun, 17 Oct 2010 15:01:53 GMT
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YAY I finally have smoke   thanks so much for the help Gen_blacky.

Subject: Re: Need help (tank modeling)
Posted by Gen_Blacky on Mon, 18 Oct 2010 04:58:34 GMT
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yea no problem, one day I got curious how the vehicles in renegade work also. I imported all the westwood vehicles in renx and rebonned all them just so i could understand how they worked. Same goes for all the renegade weapons.