
Subject: Re: Animating harvester?

Posted by [Scrin](#) on Mon, 25 Feb 2008 10:08:27 GMT

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ok, Di3 just get tiberian dawn harvester, and he need to know how possible animate his tiberium pinchers (claws) to make it works on tib field, when harv collect tiberium.

That harvester is not original ren's, that means without additional features its only model and wheels.

Di3 need to know how possible add animation features for claws in RenX
also mesh reflections lol
