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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

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1) [bones.jpg](#), downloaded 753 times

