
Subject: Modeling The Harvester?

Posted by [Good-One-Driver](#) on Sun, 18 Oct 2009 18:14:20 GMT

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ok so i know the harvester is the only veh that can be edited and is there any tut of how to do it and how to save it?

cause i want to add some stuff to di3's advanced harvesters

Subject: Re: Modeling The Harvester?

Posted by [ErroR](#) on Sun, 18 Oct 2009 18:37:55 GMT

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it's harvesters, can't you see it sounds wrong

Subject: Re: Modeling The Harvester?

Posted by [anant](#) on Sun, 18 Oct 2009 19:11:08 GMT

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Does that really matter?

Subject: Re: Modeling The Harvester?

Posted by [ErroR](#) on Sun, 18 Oct 2009 19:31:04 GMT

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anant wrote on Sun, 18 October 2009 22:11 Does that really matter?

no

G1D, to do it you have to import the harvester.

then skin everything, make changes, make all bones invisible (via `unticking[]Export geometry`, in w3d settings), set the w3d settings of the boxes that are around the harvester to OBBBox then untick export geometry. don't delete any bones. And i think that's about it.

Subject: Re: Modeling The Harvester?

Posted by [anant](#) on Sun, 18 Oct 2009 20:00:25 GMT

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Lulz. i was concerned there

Subject: Re: Modeling The Harvester?

Posted by [Tupolev TU-95 Bear](#) on Sun, 18 Oct 2009 20:31:29 GMT

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Good-One-Driver wrote on Sun, 18 October 2009 19:14ok so i know the harvester is the only veh that can be edited and is there any tut of how to do it and how to save it?

cause i want to add some stuff to di3's advanced harvesters
sounds good mate

abit like pimp my ride special C&C edition

Subject: Re: Modeling The Harvester?

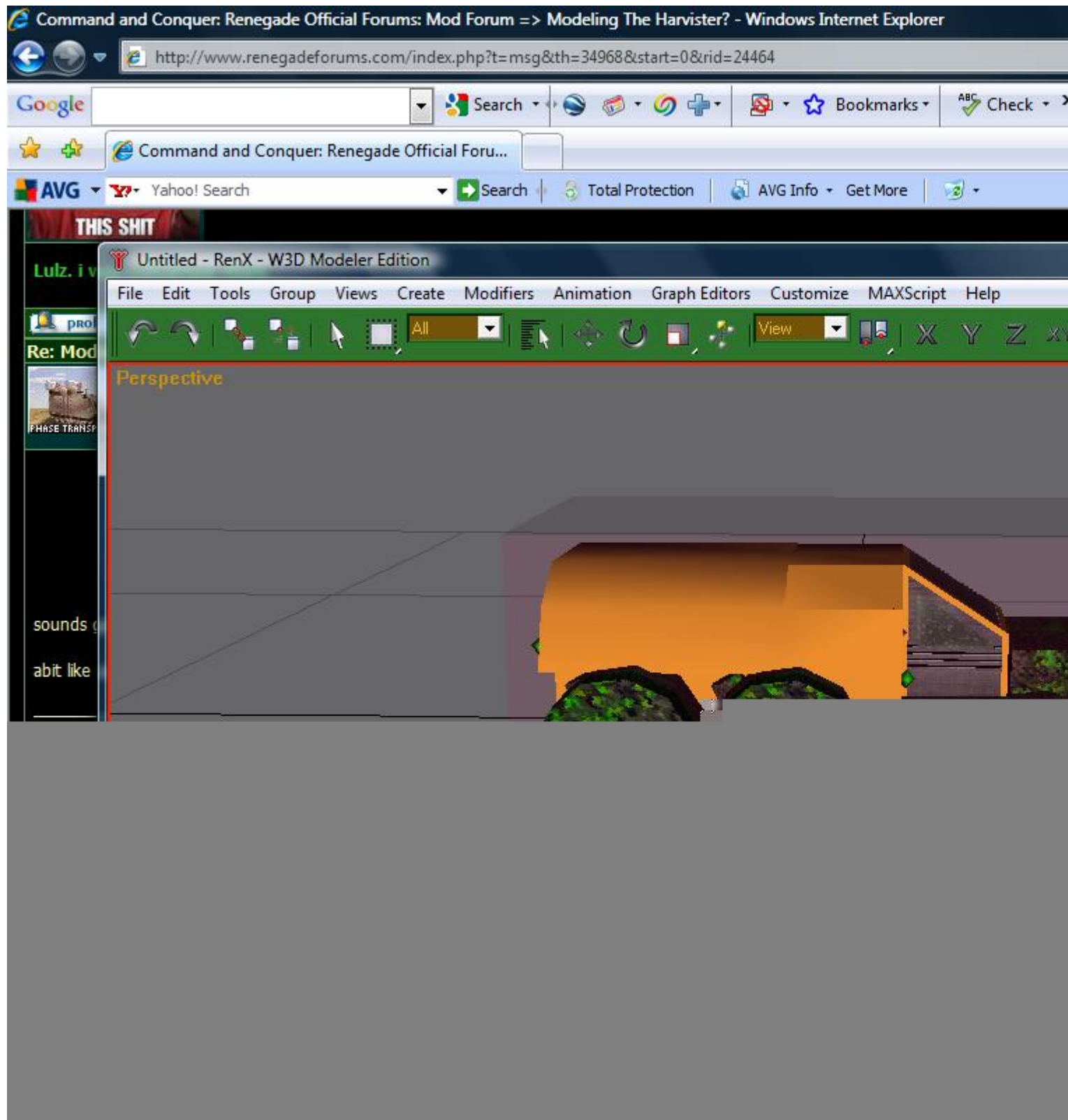
Posted by [Good-One-Driver](#) on Sun, 18 Oct 2009 23:55:16 GMT

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ok this is how it looks like so i need to....

File Attachments

1) [Untitled.jpg](#), downloaded 746 times



Subject: Re: Modeling The Harvester?
Posted by [Tupolev TU-95 Bear](#) on Mon, 19 Oct 2009 06:46:37 GMT

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lookin good and some green nos for the pipes on teh harvester

Subject: Re: Modeling The Harvester?

Posted by [Xena](#) on Mon, 19 Oct 2009 10:41:52 GMT

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Good-One-Driver wrote on Sun, 18 October 2009 18:55ok this is how it looks like so i need to....
lol @ standard vista ._.
have some of this

XP ftw lol

Subject: Re: Modeling The Harvester?

Posted by [Omar007](#) on Mon, 19 Oct 2009 11:26:23 GMT

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Offtopic

But is it just me or does the picture only shows for about 1/2 ???

Subject: Re: Modeling The Harvester?

Posted by [Altzan](#) on Mon, 19 Oct 2009 12:38:44 GMT

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Omar007 wrote on Mon, 19 October 2009 06:26Offtopic

But is it just me or does the picture only shows for about 1/2 ???

Yeah, same here

Subject: Re: Modeling The Harvester?

Posted by [Spyder](#) on Mon, 19 Oct 2009 14:53:55 GMT

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Xena wrote on Mon, 19 October 2009 12:41Good-One-Driver wrote on Sun, 18 October 2009
18:55ok this is how it looks like so i need to....
lol @ standard vista ._.
have some of this

XP ftw lol

Share wallpaper please...NAO

Subject: Re: Modeling The Harvester?

Posted by [Xena](#) on Mon, 19 Oct 2009 17:21:35 GMT

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[quote title=DimitryK wrote on Mon, 19 October 2009 09:53]Xena wrote on Mon, 19 October 2009 12:41Good-One-Driver wrote on Sun, 18 October 2009 18:55

blablabla

XP ftw lol

Share wallpaper please...NAO

next time pm me for it

File Attachments

1) [1253195778909.jpg](#), downloaded 387 times



Subject: Re: Modeling The Harvester?
Posted by [Spyder](#) on Mon, 19 Oct 2009 18:05:41 GMT
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[quote title=Xena wrote on Mon, 19 October 2009 19:21]DimitryK wrote on Mon, 19 October 2009 09:53Xena wrote on Mon, 19 October 2009 12:41Good-One-Driver wrote on Sun, 18 October 2009 18:55

blablabla

XP ftw lol

Share wallpaper please...NAO

next time pm me for it

Thank you

Subject: Re: Modeling The Harvester?
Posted by [Altzan](#) on Tue, 20 Oct 2009 12:35:55 GMT
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Fail quotes are fail.

Subject: Re: Modeling The Harvester?
Posted by [Xena](#) on Tue, 20 Oct 2009 16:01:41 GMT
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Altzan wrote on Tue, 20 October 2009 14:35Fail quotes are fail.
i know i messed it up deleting the ss of the messages XD

anyways, i cant believe the wallpaper has been dl'd 12 times already D: