Subject: Re: Modeling The Harvister?
Posted by ErroR on Sun, 18 Oct 2009 19:31:04 GMT

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anant wrote on Sun, 18 October 2009 22:11Does 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 OBBox then untick export geometry. don't delete any bones. And i think that's about it.