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Subject: AH!!!!!! stupid Renx, Stupid Lvl Edit!!!!!!  
Posted by [Anonymous](#) on Sat, 09 Nov 2002 01:15:00 GMT  
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hierarchy for objects linked to bones, if an object's parent is a mesh or anything else that doesn't have the "Export Transform" checked, it will be ignored by the exporter (That object's parent will be the origin instead). You only link your stuff to the chassis and chassis to origin, so everything follows when rotating and moving the origin in gmax. Makes it easier to work with, but not needed for Renegade.-- Abjab

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