Subject: W3d importer trouble
Posted by htmlgod on Thu, 15 Jul 2004 21:21:49 GMT

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Hi. So I'm having some trouble that I thought maybe some of you might be able to shed some light on. So this deals with the character models for Renegade: A New Hope. I've got the w3ds for each of the characters, which are boned and fully functional, and I've got the GMAXes, which have the bones, but the bones don't work (the character mesh doesn't respond to movement of the bones.) I need to put each of the characters into a seated position and re-export it as a separate model, which will appear in each vehicle, assisted by Jonathan Wilson's visible occupants in vehicle script. I can't use the GMAX version of the models, since the skeleton doesn't seem to work, because moving the vertices to get the seated position creates lots of polygon errors, etc. When I import the w3d's, they lose their texture attributes, and they each rely on 8-10 different textures. When I import and hit the 'Get Renegade Material' button, the textures are filled in on the model itself, but when I export again, everything is just black. This is something I've been trying to figure out for almost a week now. If anyone has any insight to offer, please let me know.