Subject: W3d importer trouble
Posted by htmlgod on Fri, 16 Jul 2004 02:00:06 GMT
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The WWskin modifier is applied, but since I don't know much about infantry rigging, I can't tell you much more than that. I can't imagine that our infantry modeler somehow deactivated the bones on the gMax versions of the files, I'm pretty sure that these are the ones that he exported for the final product. Do I need S_a_Human.w3d in the same folder as the .gmax file that I'm opening in order for WWskin to be active?