Subject: Replacing Hands

Posted by Sparxxx on Thu, 22 Feb 2007 19:56:03 GMT

Did any one ever try to replace the standard Renegade Hands?
I want to replace them and tried to edit the normal Hands (from the 1st-person Weapon tutorial) I know that the renegade hands are the files f_hm_gdi.w3d and f_hm_nod.w3d.

My question is how to bone them correctly? I tried my best and it works in Gmax, but when I export them they look screwed (look at the screenshot) And yes I used the skeleton for export

Can anyone help me?

These are the Hands I want to use: