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Subject: Re: renx toolbars

Posted by [Veyrdite](#) on Sat, 28 Jul 2007 22:50:50 GMT

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mesh select if you're uvw unwrapping and the mirror modifier (as the other one flips the polygons too once you export).

boolean indefinitely, but i just use the toolbar that appears when you press Y.

Open last opened button can also be useful.

If you know how to use maxscript do us all a favour and make a button that creates a bone (see-through 1x1 box, with only bone export selected in w3d export and a window that pops up when you click the button wanting to know the name and coords)

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