Subject: Attaching vertices to a bone
Posted by Veyrdite on Wed, 08 Aug 2007 06:37:53 GMT

I know you have to create a WWSkin object in renx, and then select the mesh, click bind to space-warp and drag your mouse from the mesh to the spacewarp object, but what else do i have to do? Im Attaching suspention to the WheelC bone. Actually the whole body of the veh .