
Subject: Hand positions in 3ds max.

Posted by [Stau](#) on Mon, 11 May 2009 00:53:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello my fellow renegaders.

I've been looking into hand positions for some weapons and I (amazingly) found the hand positions tutorial on renhelp. Yay for me !

However, I have one issue. I want to be able to do these hand position alterations, etc. In 3ds max.(However, when I import with the w3d importer tool.. all the bones dissappear.

So I was hoping someone around here has a solution that doesn't involve switching over to work in gmax. Thanks in advance

PS: this is the tutorial in question which contains the hand positions file:

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=53>

Also while i'm here support cnc Brotherhood also previously known as Rise of Apocalypse (not to be confused with apocalypse rising)
pimp pimp pimp. Okay that's all for pimping mods.
