Subject: Re: Switching characters using gmax/renx...
Posted by ChewML on Mon, 26 Oct 2009 14:51:17 GMT

View Forum Message <> Reply to Message

Jerad Gray wrote on Mon, 26 October 2009 08:13When you import a character into Gmax, it takes that character and ALL of its lod models, and ports them in as well, hints why you get multiple of each bone type.

I only get one set when I import the w3d, then I delete them... but then when I merge them with the male.gmax I get doubles again?

How should I fix this to where I only get one set that will bind to the cross bone and move with the animation?