
Subject: Another Questions to Greg (sorry)
Posted by [Anonymous](#) on Sat, 11 May 2002 14:14:00 GMT
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Hello,Why is it, if a add any new object to the hovercraft model that was provided by westwood, will it not export. The whole export process seems to ignore it.Hope you can help as i am trying to add these wheel bones.

Subject: Another Questions to Greg (sorry)
Posted by [Anonymous](#) on Sat, 11 May 2002 14:15:00 GMT
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heh did u end up getting the hc to come out of the war fac?

Subject: Another Questions to Greg (sorry)
Posted by [Anonymous](#) on Sat, 11 May 2002 14:17:00 GMT
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Can't do that until i can get the model to export properly...

Subject: Another Questions to Greg (sorry)
Posted by [Anonymous](#) on Sat, 11 May 2002 15:48:00 GMT
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That model is set up with LODs, anything not connected directly or indirectly to one of the "origin" bones will be ignored. Go to the "select by name" dialog in RenX (the arrow with the lines next to it) and enable "display subtree" to see the structure of the scene.greg

Subject: Another Questions to Greg (sorry)
Posted by [Anonymous](#) on Sat, 11 May 2002 15:52:00 GMT
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thanks greg, your the man.

Subject: Another Questions to Greg (sorry)
Posted by [Anonymous](#) on Sat, 11 May 2002 15:54:00 GMT
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Thanks Greg, you have been a great help.
