Subject: weapon problem
Posted by Titan_HQ on Sun, 30 Apr 2006 15:16:26 GMT
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I recently got a new weapon model for renegade. I impoerted it into milkshape as a rogue spear file, then exported it as a 3ds, imported it into gmax the exported it as a w3d. But when i use it in renegade it dosn't work.
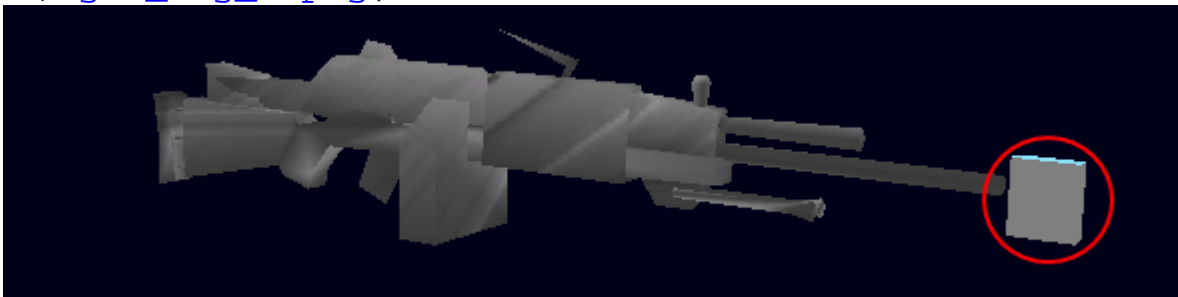Below are 2 pics of the model and a pic of the gun ingame. The red circles in the model pics are the muzzela0.00 bone. (i think thats what it is called) Its not skinned properly yet, Should the muzzle bone be visible in the w3d file. What have i done wrong.

File Attachments
1) gdi_lmg_1.png, downloaded 185 times
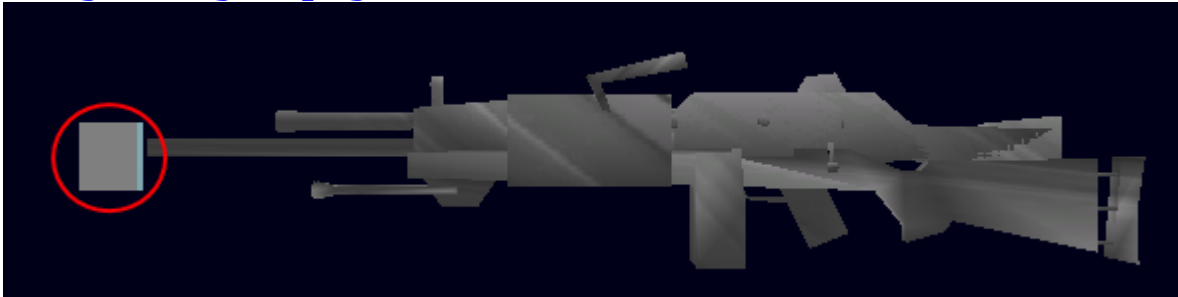
2) gdi_lmg_2.png, downloaded 185 times

3) gdi_lmg_3.png, downloaded 181 times

Subject: Re: weapon problem
Posted by Napalmic on Sun, 30 Apr 2006 15:47:48 GMT
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Uh, looks like it's scaled too large. Muzzle bone just needs export transform (bone) checked.

Subject: weapon problem
Posted by Titan_HQ on Sun, 30 Apr 2006 16:11:34 GMT
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How do i change the scaling?

Subject: Re: weapon problem
Posted by JeepRubi on Sun, 30 Apr 2006 20:07:57 GMT
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Click on the muzzel bone, got to W3D settiongs on the little tab that looks like a hammer. Check off the "hide" box. That will hide it ingame.