
Subject: weapon problem

Posted by [Titan_HQ](#) on Sun, 30 Apr 2006 15:16:26 GMT

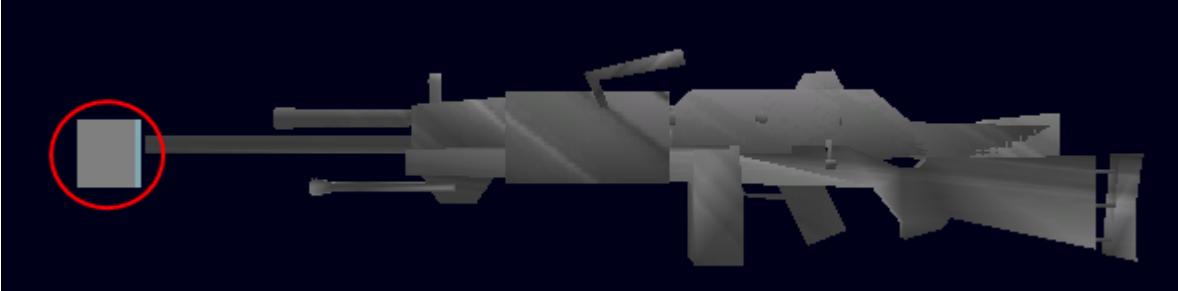
[View Forum Message](#) <|> [Reply to Message](#)

I recently got a new weapon model for renegade. I imported it into milkshape as a rogue spear file, then exported it as a 3ds, imported it into gmax then exported it as a w3d. But when i use it in renegade it doesn't work.

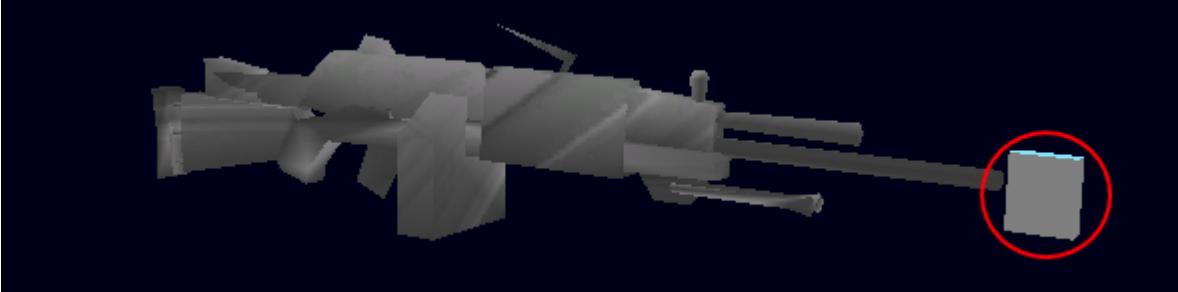
Below are 2 pics of the model and a pic of the gun ingame. The red circles in the model pics are the muzzle0.00 bone. (i think that's what it is called) Its not skinned properly yet, Should the muzzle bone be visible in the w3d file. What have i done wrong.

File Attachments

1) [gdi_lmg_1.png](#), downloaded 435 times



2) [gdi_lmg_2.png](#), downloaded 436 times



3) [gdi_lmg_3.png](#), downloaded 417 times



Subject: Re: weapon problem

Posted by [Napalmic](#) on Sun, 30 Apr 2006 15:47:48 GMT

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

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

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

How do i change the scaling?

Subject: Re: weapon problem

Posted by [JeepRubi](#) on Sun, 30 Apr 2006 20:07:57 GMT

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

Click on the muzzle bone, got to W3D settiongs on the little tab that looks like a hammer. Check off the "hide" box. That will hide it ingame.
