
Subject: Hand positions problm
Posted by [Viking](#) on Thu, 01 Mar 2007 23:37:43 GMT
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When I move the fingers bones and stuff on the right hand the mesh dose not fallow it?

Subject: Re: Hand positions problm
Posted by [Tankkiller](#) on Sun, 04 Mar 2007 23:35:05 GMT
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You (some how) screw up the parent/child linking. Redownload the hands file to easy correct.

Subject: Re: Hand positions problm
Posted by [jamiejrg](#) on Tue, 06 Mar 2007 20:57:49 GMT
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What hands are you using, and make sure you are rotating the bones not moving em. you Shouldnt be touching the mesh at all. And in the end you're going to hit it anyway. it is there pretty much so you can see what your doing.

Subject: Re: Hand positions problm
Posted by [PermaGrin](#) on Tue, 06 Mar 2007 21:00:34 GMT
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Try hitting the animate button first then moving the bones. I know when I first got back to messing with RenX after a long time away, I was wondering why the meshes wouldnt move when I moved the bones. Then I toggled the animate button and everything worked as I remembered it.

Subject: Re: Hand positions problm
Posted by [Viking](#) on Tue, 06 Mar 2007 21:17:35 GMT
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Huh?

Subject: Re: Hand positions problm
Posted by [Tankkiller](#) on Tue, 06 Mar 2007 23:51:08 GMT
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This is the tutorial on handp check and make sure you did it all.
<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=53>
