
Subject: max(7) Gun Hands Anyone?

Posted by [jamiejrg](#) on Mon, 09 Apr 2007 02:22:08 GMT

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Hey guys, i have a gun hands scene but it's renx and when I export it as a w3d and import it into Max for some reason all the links are broken.

Sooo... Does anyone here feel like posting up thier gun hands scene for max?

Subject: Re: max(7) Gun Hands Anyone?

Posted by [Zion](#) on Mon, 09 Apr 2007 11:29:24 GMT

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Relink them?

Go from the tip of the object to the elbo joint. Repeat for each other finger and that's it.

Oh, and don't forget, w3d unwelds the mesh so reweld them. You may have to link the vertecies to the point helpers again though,

Subject: Re: max(7) Gun Hands Anyone?

Posted by [jamiejrg](#) on Sat, 14 Apr 2007 15:50:02 GMT

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K i relinked all the bones. But the mesh doesn't move when i rotate them. How shall i fix this?

Subject: Re: max(7) Gun Hands Anyone?

Posted by [Zion](#) on Sun, 15 Apr 2007 01:05:22 GMT

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Link the mesh to the bone point helpers, select vertecies if neccisary (don't detatch as it will open the mesh).

Subject: Re: max(7) Gun Hands Anyone?

Posted by [PaRaDoX](#) on Sun, 15 Apr 2007 14:54:48 GMT

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Need to get the WWskin modifier in 3dsmax first, the w3d exporter I released on my site had the plug in. Look in your gmax folder for a script called "wwskin"

Subject: Re: max(7) Gun Hands Anyone?
Posted by [jamiejrg](#) on Mon, 16 Apr 2007 20:57:58 GMT
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Ya i have the wwskin in max, took me a while to find it tho. I'll fiddle and see what i can figure out.

I should be able to select the verticies and link them to each bone right?

edit Same problem i am having with characters, the bones don't show up in the link list.

Subject: Re: max(7) Gun Hands Anyone?
Posted by [jamiejrg](#) on Mon, 16 Apr 2007 21:20:40 GMT
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Sorry for the double post, but what if i just mesh select and use a linked xform?
