

---

Subject: weapon problem

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

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

---

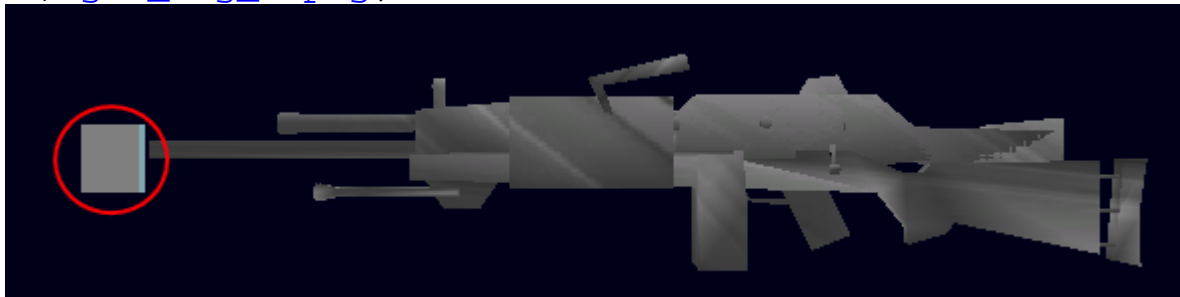
I recently got a new weapon model for renegade. I imported it into milkshape as a rogue spear file, then exported it as a 3ds, imported it into gmax then exported it as a w3d. But when i use it in renegade it doesn't work.

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 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.

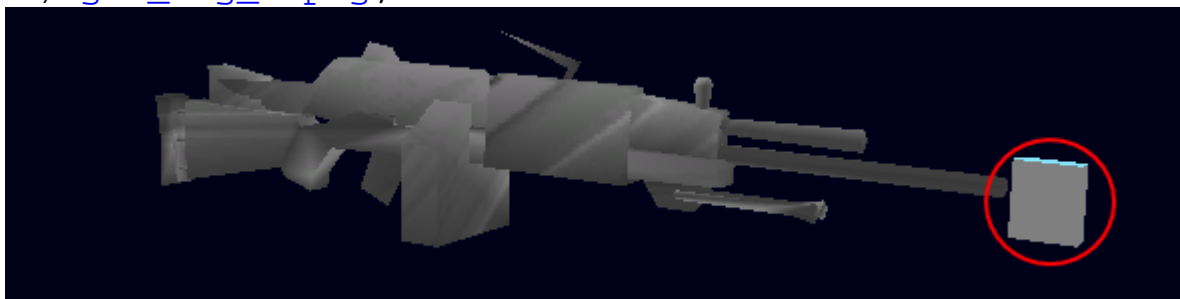
---

### File Attachments

1) [gdi\\_lmg\\_1.png](#), downloaded 392 times



2) [gdi\\_lmg\\_2.png](#), downloaded 391 times



3) [gdi\\_lmg\\_3.png](#), downloaded 382 times

