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Subject: Re: Switching characters using gmax/renx...  
Posted by [ChewML](#) on Fri, 23 Oct 2009 19:33:39 GMT  
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I imported the w\_nuke w3d to test... It works.

But like I said, when I try the c\_ag\_gdi\_locke w3d the first box says "import w3d" I select the c\_ag\_gdi\_locke, but then it ask me to select a skelecton w3d? I have tried selecting every other file including selecting the c\_ag\_gdi\_locke twice, but nothing shows up (tried zooming in), and I don't get any error messages either.

What is the skelecton w3d?

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