Subject: Re: Switching characters using gmax/renx...
Posted by ChewML on Fri, 23 Oct 2009 20:16:00 GMT
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Nevermind about the skeleton file I found it, s_a_human.w3d...

Now when I try to open c_ag_gdi_locke it ask for skeleton, so I select s_a_human... then the skeleton shows up.

How do I get the the rest of what I need together and ready to export/save as the havoc?

I hate to keep asking what some may consider dumb questions, but I have been using google and searching renegadehelp.net, but I am not finding answers.