Subject: Re: Switching characters using gmax/renx...
Posted by E! on Sat, 24 Oct 2009 11:03:08 GMT
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you got a major think fault mate.
c_ag_gdi_locke.w3d means it is the Aggregate which was not created in gmax/renx that's why you receive nothing when trying to import into. this file is just the result of linking each w3d files made with renx together to the complete character i.e. you got the head model and the body model and the aggregate will link them together so it is a complete character. you have to open c_ag_gdi_locke in w3d viewer which comes with the renegade public tools then you'll see the aggregate and all hierarchical models that depend to it and their textures.