Subject: Re: Switching characters using gmax/renx...
Posted by ChewML on Thu, 29 Oct 2009 16:50:21 GMT
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ErroR wrote on Thu, 29 October 2009 10:33Chew wrote on Mon, 26 October 2009 16:51Jerad Gray wrote on Mon, 26 October 2009 08:13When you import a character into Gmax, it takes that character and ALL of its lod models, and ports them in as well, hints why you get multiple of each bone type.

I only get one set when I import the w3d, then I delete them... but then when I merge them with the male.gmax I get doubles again?

How should I fix this to where I only get one set that will bind to the cross bone and move with the animation?
are you sure you didn't accidentaly save overwritten male.gmax? because i do it all the time and it worked

Could you post the male.gmax file for me to download to make sure it is the right one? I don't really wanna go download the whole Renegade tools just for one file...

Edit: I open the male.gmax by itself and sure enough there are doubles....

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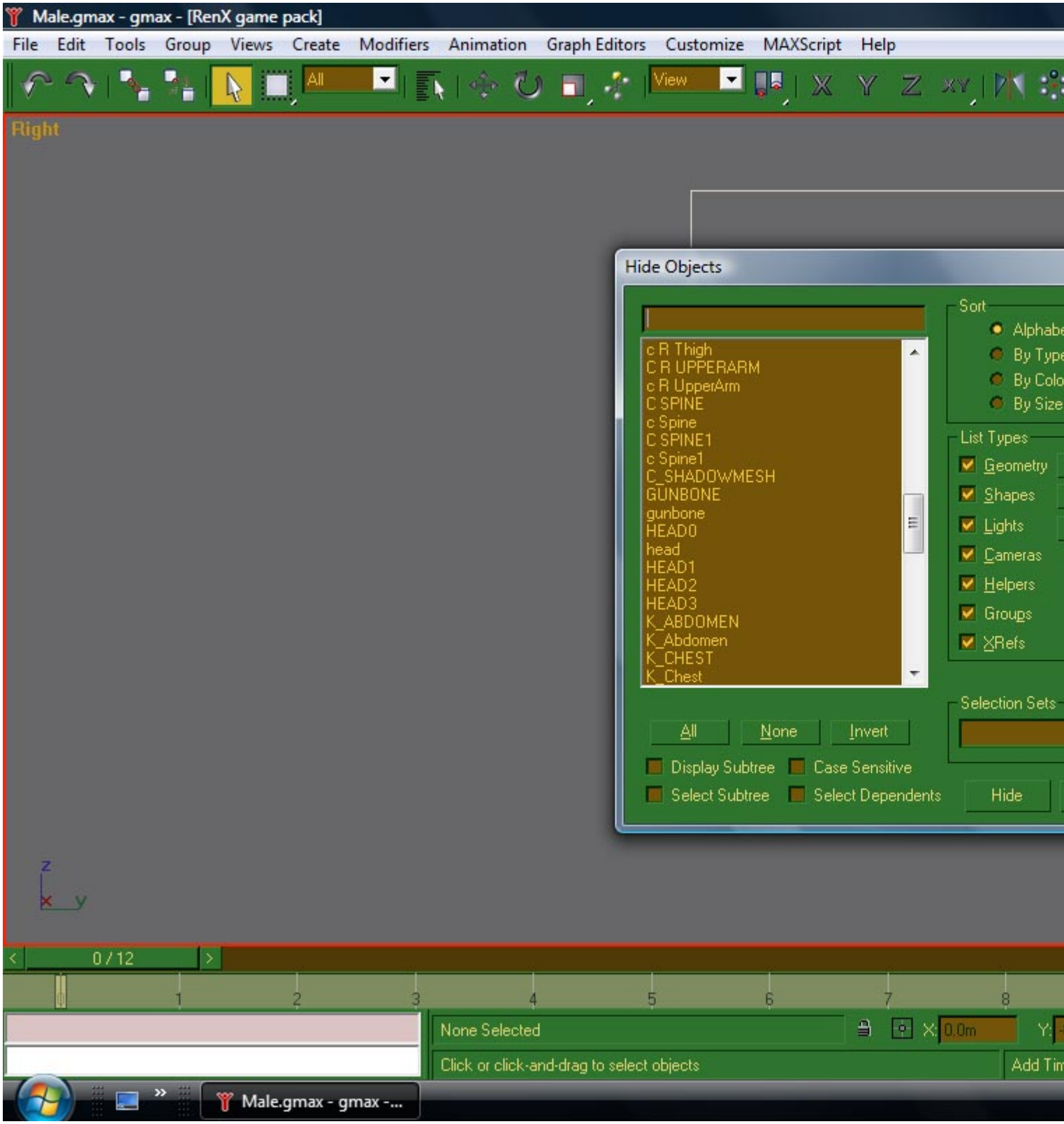
## File Attachments

1) malegmax.jpg, downloaded 933 times


Male.gmax - gmax - [RenX game pack]
File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help
All
View
Right
Hide Objects
c R Thigh
C R UPPERARM
c R UpperArm
C SPINE
c Spine
C SPINE1
c Spine1
C_SHADOWMESH
GUNBONE
gunbone
HEAD0
head
HEAD1
HEAD2
HEAD3
K_ABDOMEN
K_Abdomen
K_CHEST
K_Chest
Sort
Alphabe
By Type
By Colo
By Size
List Types
Geometry
Shapes
Lights
Cameras
Helpers
Groups
XRefs
Selection Sets
All
None
Invert
Display Subtree
Case Sensitive
Select Subtree
Select Dependents
Hide
0 / 12
None Selected
X: 0.0m
Click or click-and-drag to select objects
Add Tim
Male.gmax - gmax -...