Subject: Re: How to edit w3d files (Replace model players)
Posted by Jerad2142 on Tue, 05 Aug 2025 15:26:46 GMT

When you export your making sure to use the human skeletons right?

This tutorial has most the basics, it doesn't cover setting the collision and ob box on the worldbox but otherwise its all there:
https://w3dhub.com/forum/topic/414831-rigging-a-character/#comment-607493