
Subject: laeubi.de - updated (+Handpos tutorial)

Posted by [Anonymous](#) on Mon, 17 Feb 2003 23:18:00 GMT

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quote:Originally posted by Havoc 89:[QB]when i export the hand position gmax file it says it cannot export. something with the left hand. [QB]You must hide your Weaponsmesh before exporting the handanimation, because your weapon is not a part that the f_skeleton expected. As I said its not very easy and it is hard for me to explain such a complex thing in english.
