Posted by Anonymous on Tue, 04 Feb 2003 17:59:00 GMT
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New version is out - 1.05just a few fixes:--added support for HMODEL chunks (big thanks to JWilson for pointing this out)--removed the redundant Root Transform bone--Added a new LOD Display setting, "None", to hide all geometry and make selecting only bones easierLaubi, I'm not sure what problem you're having. Bones are objects, meshes are objects, everything's an object. If you want to export the bones imported by my script, follow this procedure: -select the bones-Using the RenX W3D tools, set them to "Export Transform" and not "Export Geometry"