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Subject: weapon problem

Posted by [Titan\\_HQ](#) on Sun, 30 Apr 2006 15:16:26 GMT

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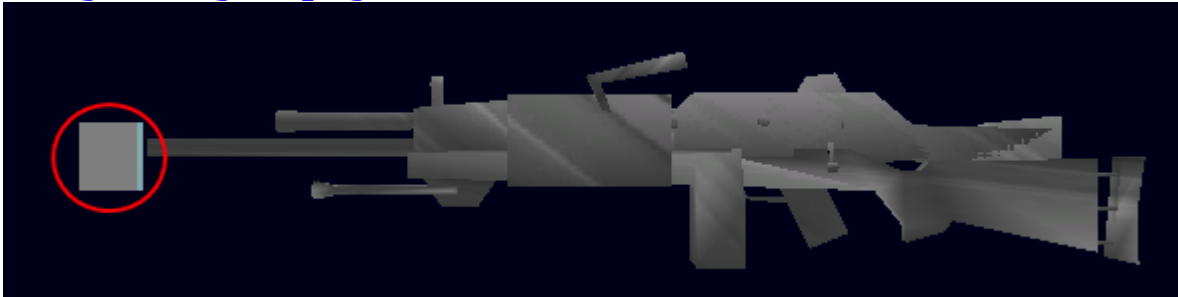
I recently got a new weapon model for renegade. I imported it into milkshape as a rogue spear file, then exported it as a 3ds, imported it into gmax the exported it as a w3d. But when i use it in renegade it doesn't work.

Below are 2 pics of the model and a pic of the gun ingame. The red circles in the model pics are the muzzle0.00 bone. (i think thats what it is called) Its not skinned properly yet, Should the muzzle bone be visible in the w3d file. What have i done wrong.

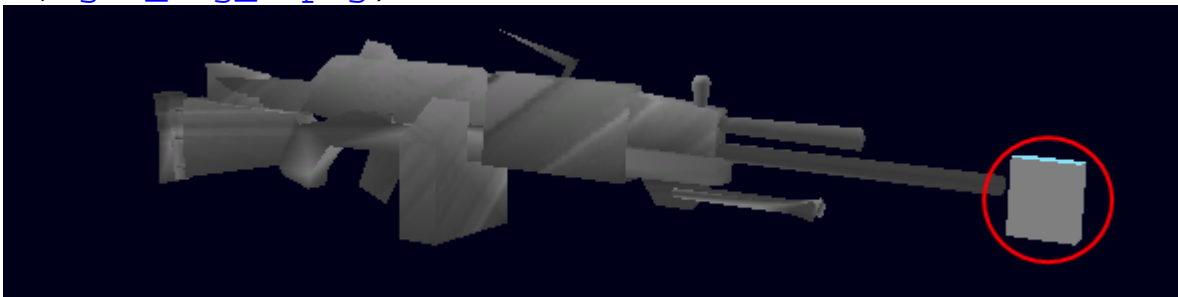
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### File Attachments

1) [gdi\\_lmg\\_1.png](#), downloaded 528 times



2) [gdi\\_lmg\\_2.png](#), downloaded 531 times



3) [gdi\\_lmg\\_3.png](#), downloaded 512 times

