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Subject: Re: Character Models in GMAX  
Posted by [Orca](#) on Sat, 09 Sep 2006 03:14:17 GMT  
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NeoSaber wrote on Thu, 07 September 2006 18:57Orcaflam3 wrote on Thu, 07 September 2006 03:19Yea Neo ive been using the \_l0 and \_head.w3ds this whole time but for some reason they wont follow the bones assigned to them :/

When infantry models get imported into Gmax, their rigging gets screwed up. You need to rig the model yourself to get it working again.

Yea np i just figured it out ty for your help.

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