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Subject: Re: Can someone make a gun hands scene for max

Posted by [jamiejrg](#) on Fri, 04 May 2007 00:17:55 GMT

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Well, I don't know about you guys but i use a set of hands that consist of the bones from f\_skeleton (obviously) and then meshes called right arm, left arm, left hand. In renx these meshes are just linked Xform to the meshes. When i export/import into Max all the linked Xforms are gone, the links between the bones remain. I can't seem to get the xforms right in max. This is because you have to do eash vert. at once.

Jamie

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