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Subject: Interesting, max importer  
Posted by [jamiejrg](#) on Fri, 06 Jul 2007 16:41:10 GMT  
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Good day gents,

I have been doing more hand animations lately and with that I have started to get a little flustered because I currently use 3ds max for my models and renx for hand animations. I have tried repeatedly to import a good set of gun hands (f\_hm\_gdi.w3d) into 3ds max. Here's what i have noticed.

I am using the exact same scripts for both renx and 3ds. I have set up the renx scripts in 3ds by making some sneaky directories. I explained it in a thread about a month back. So, same model, same scripts, dif programs and this is what I get.

When I import into renx we get this. A perfectly put together mesh and all the hierarchy correct/ linked xforms correct.

Now, just by chance I pressed undo once right after I imported it and I got this.

See how the finger has come out of place. (Linked xform has been undone)

Now, look what happens when i import the same model into 3ds max

See how the last linked xform hasn't been done correct, just like undoing it in renx. (also the arm is fucked up but that's a whole different story)

My conclusion.

It's almost like 3ds max isn't finishing the model all the way when it is imported. That's why the last linked xform on every seperate mesh doesn't work.

Since I know jack all about scripts I can't really do anything about it.

Note, you can find the scripts at renhelp; <http://www.renhelp.net/index.php?load=Downloads&>

Under 'Gmax w3d importer'

Jamie

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