
Subject: Re: Attaching vertices to a bone
Posted by [Veyrdite](#) on Fri, 10 Aug 2007 22:55:49 GMT
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I've already boned a character, but it uses auto-link.

I'm making a bike with some vertices's attached to the wheelc bone.
So far I've worked out that i need to add the bones to the xform object, and select the mesh i want to attach to a bone, use the bind to space warp tool and drag my mouse from the mesh to the xform. Then i select the vertices's i want to attach, and click the button attach by name and pop in the name, and press ok. But after all of this i can still move the bones freely in Renx? I've imported some models that Westwood made (e.g. the chicken) and if you move the bone the vertices's move too. What am i doing wrong?
