
Subject: Re: Attaching vertices to a bone
Posted by [Veyrdite](#) on Sat, 11 Aug 2007 07:31:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fixed.

For it to move with the bone in Renx you need to be animating/have the button down. Otherwise its officially linked to the vertices. An i think the imported models are because of the uncompleted importer.
