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Subject: Re: Bizzare WWskin problem

Posted by [danpaul88](#) on Sun, 02 Sep 2007 16:29:51 GMT

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Nah, that wasn't the problem, thanks for posting anyway.

For anyone else who has this problem: The solution is to use the Reset Xform tool on the affected meshes. (From the Utility tab in RenX choose the Reset Xform option and click Reset Selected with the mesh(es) in question selected)

It also happened to flip all the polygons on the mesh for me, if you also get that right click, convert to editable mesh and just flip all the polygons back, and then link to the wwskin as normal. Thanks to Spice from APB forums for that solution.

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