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Subject: Model Making and Bones

Posted by [teleport](#) on Wed, 02 Jul 2003 14:18:18 GMT

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Ok, say I've made a model in Gmax (or in 3dsmax) and saved it as a W3D file.

Say for examble its a Mech (large robot).

Is there any way I can set up the bones/animation so that the file will move right.

Could I replace an existing tank model with a mech say replacing the twisting of the tanks turret for the twisting of the Mechs waist?

I know how to model but know little about integrating this model into the game (with or without bones/animation) so any help or links to a tutorial would be mush appreciated.

ps I am trying to do this in both C&C Generals and Renegade.

Thank you

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