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Subject: Re: Hand positions in 3ds max.

Posted by [Staude](#) on Fri, 15 May 2009 08:23:22 GMT

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Gen\_Black wrote on Thu, 14 May 2009 12:57 just use gmax haha thats what I use , 3ds max just has a whole bunch of new features that u don't need. You also just can recreate the bones for the gun hands , just import f\_skelton and relink them . I might convert it for you when I get home.

Well i would appreciate the assistance. I'm working on a pretty big thing and i like to keep all the work in 3ds max. It's pretty bothersome having to export to gmax to set it up properly. Also annoying because it limits my texture possibilities and theres no easy way of editing without having to redo all the work.

Also i find gmax difficult slow and annoying compaired But that's just me.

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