Subject: Re: Boning Characters in 3DS max Posted by nope.avi on Sun, 19 Jul 2009 14:54:02 GMT View Forum Message <> Reply to Message

I'm not using a tutorial for this, and I'm stuck at the part where you have to link the bones to the model.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums