

---

Subject: Re: Boning Characters in 3DS max  
Posted by [nope.avi](#) on Mon, 20 Jul 2009 20:03:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dthdealer wrote on Mon, 20 July 2009 03:22I assume it is similar to the RenX method  
Yeah probably but I can't find the tools or the large "X" that goes next to the character bones

---