Subject: Re: Switching characters using gmax/renx... Posted by ChewML on Sun, 25 Oct 2009 03:34:35 GMT

View Forum Message <> Reply to Message

I think this problem may be coming from the merge part somehow...

I can't get it to bind with the wrap or however that is put. It only moves the crap that get brought in with the male file that comes with renegade tools...

I have doubles of all the "C" and "K" crap, SS for reference.

**Toggle Spoiler** 

When I merge with the male file I get options not covered in the tutorial (that's why I assume the problem comes from there).

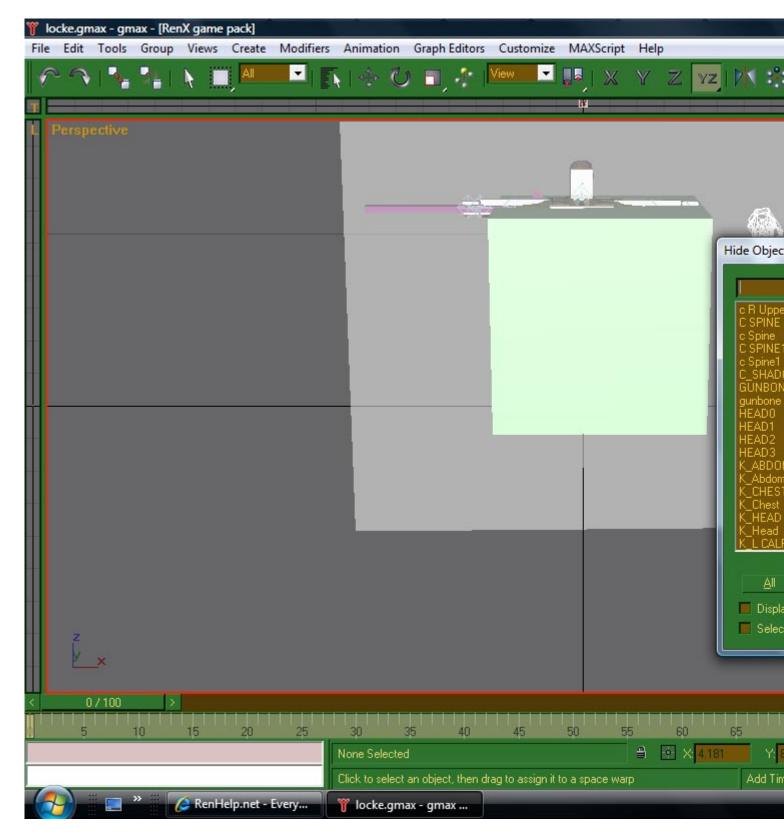
SS of the option boxes not covered in tutorial for reference.

**Toggle Spoiler** 

Anyone have any ideas of what is wrong and how to fix this?

## File Attachments

1) ffs.jpg, downloaded 834 times



2) ffs2.jpg, downloaded 846 times

