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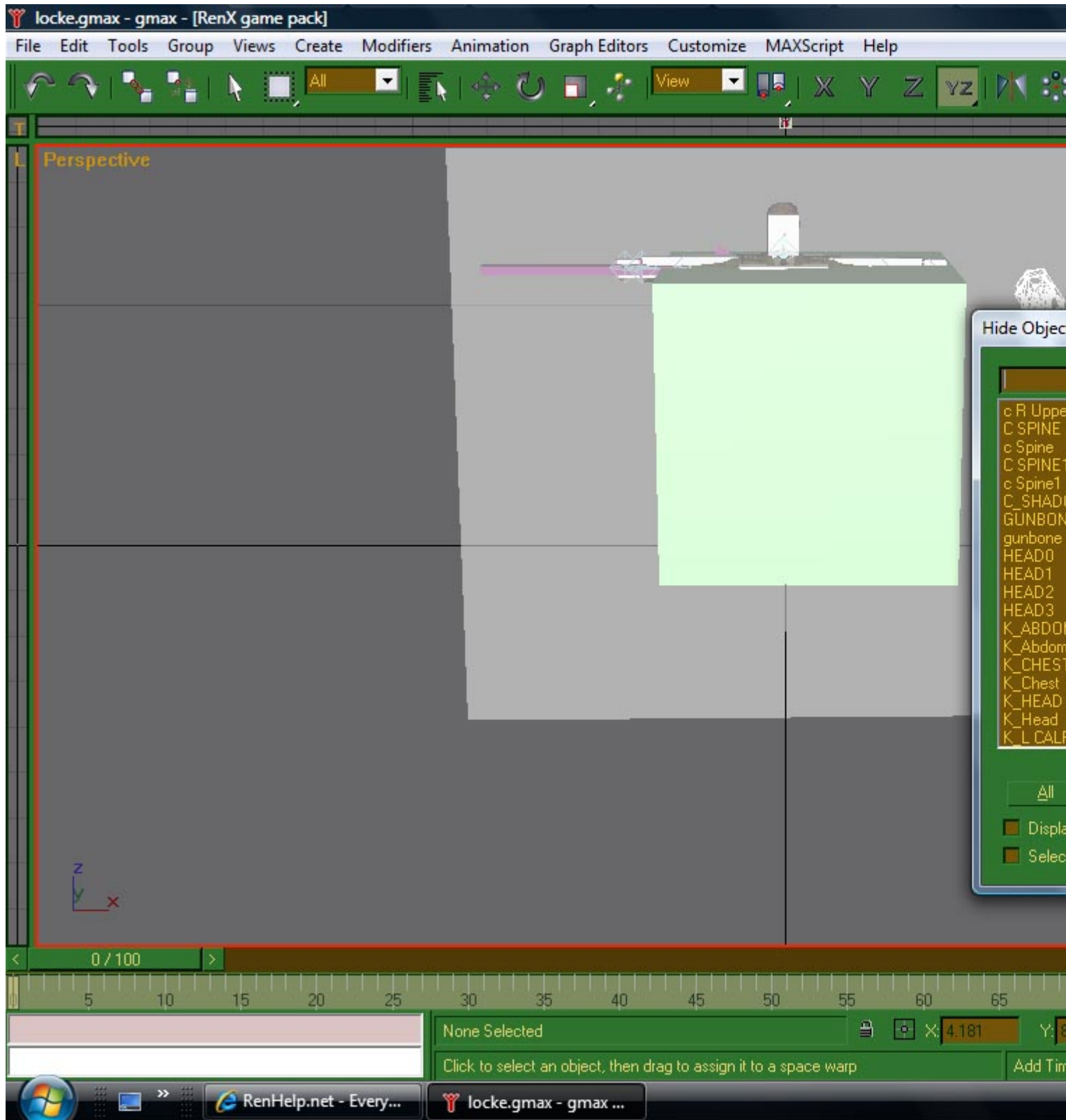
SS of the option boxes not covered in tutorial for reference.

Toggle Spoiler

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

File Attachments
1) ffs.jpg, downloaded 733 times

2) ffs2.jpg, downloaded 750 times

___

Duplicate Material Name

A material name assigned to a merging object is a duplicate of a material in the scene. Do you want to:

Rename Merged Material: 01Shadow_humans

■ Apply to All Duplicates:

Use Merged Material

Use Scene Material

Auto-Rename Merged Material

Duplicate Material Name

A material name assigned to a merging object is a duplicate of a material in the scene. Do you want to:

Rename Merged Material: Collision

■ Apply to All Duplicates:

Use Merged Material

Use Scene Material

Auto-Rename Merged Material

Duplicate Name

Object C PELVIS has the same name as an object in the scene.

this one repeats for all the body parts...

■ Apply to All Duplicates:

Merge   C PELVIS

Skip

Delete Old   Cancel

Duplicate Material Name

A material name assigned to a merging object is a duplicate of a material in the scene. Do you want to:

Rename Merged Material: Material #1

■ Apply to All Duplicates:

Use Merged Material

Use Scene Material

Auto-Rename Merged Material