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Subject: Re: Switching characters using gmax/renx...  
Posted by [ChewML](#) on Sun, 25 Oct 2009 18:04:24 GMT  
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ErroR wrote on Sun, 25 October 2009 19:00you have to import it using the existing skeleton, then delete EVERYTHING except the body and the head (it's separate on some models) then merge with Male.gmax

I think I may have tried this already, but when I merged it seemed like it all came back giving me doubles again? I'll try again here in a few mins to make sure.

Edit: tried it a couple more times... still coming up with doubles when merged.

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