Subject: Re: Switching characters using gmax/renx...
Posted by ErroR on Thu, 29 Oct 2009 10:33:54 GMT

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Chew wrote on Mon, 26 October 2009 16:51Jerad Gray wrote on Mon, 26 October 2009 08:13When you import a character into Gmax, it takes that character and ALL of its lod models, and ports them in as well, hints why you get multiple of each bone type.

I only get one set when I import the w3d, then I delete them... but then when I merge them with the male.gmax I get doubles again?

How should I fix this to where I only get one set that will bind to the cross bone and move with the animation?
are you sure you didn't accidentaly save overwritten male.gmax? because i do it all the time and it worked