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Subject: Re: Switching characters using gmax/renx...  
Posted by [ChewML](#) on Thu, 29 Oct 2009 16:50:21 GMT  
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ErroR wrote on Thu, 29 October 2009 10:33Chew 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 accidentally save overwritten male.gmax? because i do it all the time and it worked

Could you post the male.gmax file for me to download to make sure it is the right one? I don't really wanna go download the whole Renegade tools just for one file...

Edit: I open the male.gmax by itself and sure enough there are doubles....

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#### [File Attachments](#)

1) [malegmax.jpg](#), downloaded 918 times

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