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Subject: Re: 3DS Max trouble!

Posted by [DL60](#) on Sun, 01 Nov 2009 09:30:00 GMT

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Weld them together.

Klick at one of these pieces and somewhere at the left toolbar there is an "attach" button (expand all menu points). Klick on it (attach is activated) and now klick on all the other meshes. !!!! Maybe you have convert into mesh/poly before the button appears. !!!!

Everything is one piece now and should rotate as one piece.

Now you can also weld the vertices by selecting all vertices and click weld button (must be somewhere at the same place where the attach button is). Put as number 0,001 and click okay.

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