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Subject: Re: [Tutorial]Add moving effects and bone a character

Posted by [Di3HardNL](#) on Mon, 23 Nov 2009 20:49:53 GMT

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Picture10

When you selected them all press the 'Auto-link' button on the right menu.

When you did that select the Helmet\_0 mesh and do the same thing as we did for the Sniper\_0 mesh. (Where we started 'bind to spacewarp')

BUT after you selected all the blue dots don't click on Auto-link, but on 'link to bone' Now press 'H' and select c\_head and click on 'pick'

Now your character is all set and done to EXPORT it.

Go to File -> Export and save it in your renegade DATA as c\_ag\_nod\_sniper.w3d

'export using skeleton' Here you must select s\_a\_human.w3d

Picture 11

END RESULT + FILES IN ATTACHMENT

### File Attachments

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1) [Stealth BlackHand - Gmax Scene - W3d Importer - Di3HardNL.rar](#), downloaded 113 times

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