
Subject: Re: Now it is crazy arms...

Posted by [ChewML](#) on Fri, 04 Dec 2009 05:00:38 GMT

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So the best looking thing I have come out with is exporting without skeleton...

In the same file with the gmax scene there is another file H_A_A0A1, does anyone know what it's purpose is?

Also this may sound like a dumb question... When you import the w3d shouldn't you use the same skeleton as the one you intend to export with?
