
Subject: Re: Character mesh problem

Posted by [Gen_Blacky](#) on Mon, 25 Jan 2010 20:11:09 GMT

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link the vertices to the correct bone or use auto link. Auto link may still have problems and you will have to do it manually by selecting the vertices and link to bone by name. Look at that tutorial <http://www.renegadehelp.net/index.php?act=tutorial&id=6108>
