Subject: Re: camera help
Posted by jlhill17 on Tue, 24 Jan 2012 05:11:06 GMT

In gmax in the w3d tools menu under the "export geometry" and "export transform (bone)" options there is one called "cam parallel". Just check this box and your mesh will always face the camera. Also Make sure the face of the mesh which you want oriented to the camera is facing the positive x-axis, for example, if the mesh is centered at the origin the x-axis should point out of that face of the mesh.