
Subject: Bone For Infantry Weapon

Posted by [Sanada78](#) on Wed, 22 Oct 2003 17:52:58 GMT

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I converted some models so I could "skin" them with other textures. The models are fine, they move, jump, duck okay with no problems. I just noticed on this particular model (Kane) that the Rail Gun 3rd person view model wasn't right. Parts of the gun are missing, probably caused by a bone that attaches the vertexs to it or something. The pic below shows my problem.

I've tried different export options, like without the "S_A_Human.w3d" file even though it's needed or hiding certain bones before exporting.
