Subject: Renhelp.co.uk - Boning Vehicles ~~ help!
Posted by TnTANDY on Tue, 27 Apr 2004 22:38:56 GMT
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Hey, just need one answer answering quickly plz for those modelers.
@ http://renhelp.co.uk/?tut=15
Near to the bottom of the page before it gets to the Level Editor part, it says:
Quote:now we have to export it, just go to file/export and save it into your mod folder

In RenX, what do I export it is and with what settings (if needs be)?

Thanks,

Andy

Subject: Renhelp.co.uk - Boning Vehicles ~~ help!
Posted by htmlgod on Wed, 28 Apr 2004 01:41:21 GMT
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Export as hierarchical model (unless it has a looped animation, in which case it would be hierarchical animated model).

Subject: Renhelp.co.uk - Boning Vehicles ~~ help!
Posted by TnTANDY on Wed, 28 Apr 2004 13:17:15 GMT
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ok cheers, thats all I wanted to know