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Subject: w3d->gmax converter, I need help + bug reports

Posted by [jonwil](#) on Sun, 02 Mar 2003 02:58:05 GMT

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I am still going to work on it but I need people to give me bug reports so I can fix them. I also need some help from some 3d people (in particular, anyone that knows to make wwskins and can talk me through exactly what to do in gmax to make one but also some help on a few other things like the materials settings)

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Subject: w3d->gmax converter, I need help + bug reports

Posted by [Dishman](#) on Sun, 02 Mar 2003 06:43:54 GMT

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I'll help do some bug reports

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Subject: w3d->gmax converter, I need help + bug reports

Posted by [Apache](#) on Sun, 02 Mar 2003 07:39:14 GMT

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JonWil, I know how to make WWSkins, get me on MSN tommorow afternoon and I can walk you through it.

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Subject: w3d->gmax converter, I need help + bug reports

Posted by [General Havoc](#) on Sun, 02 Mar 2003 09:29:42 GMT

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What exactly is a WWSkin? I know how to animate a flag using it but i think it can be used for more than that. Is it just used for animations of objects using bones?

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Posted by [Apache](#) on Sun, 02 Mar 2003 17:33:51 GMT

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It is also critical in making vehicle's wheels / treads follow the terrain. Bascially, it makes any specific vertices in any mesh follow a bone's movment exactly. Bascially, yes, it is used for animation.

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