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Subject: weapon problem

Posted by [Titan\\_HQ](#) on Sun, 30 Apr 2006 15:16:26 GMT

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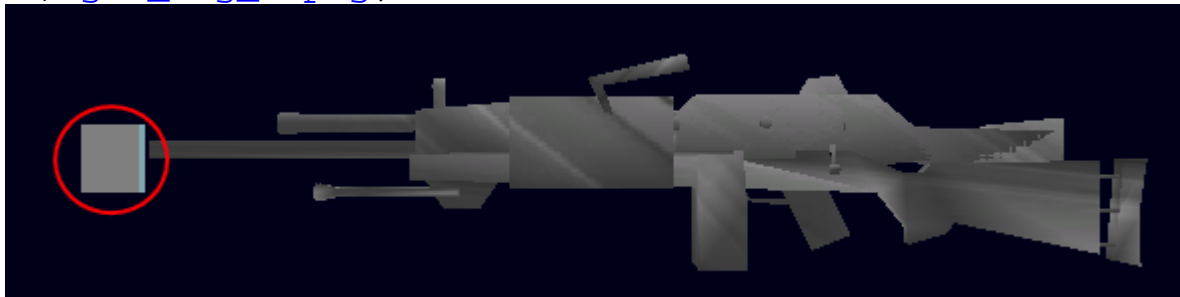
I recently got a new weapon model for renegade. I imported it into milkshape as a rogue spear file, then exported it as a 3ds, imported it into gmax then exported it as a w3d. But when i use it in renegade it doesn't work.

Below are 2 pics of the model and a pic of the gun ingame. The red circles in the model pics are the muzzle0.00 bone. (i think thats what it is called) Its not skinned properly yet, Should the muzzle bone be visible in the w3d file. What have i done wrong.

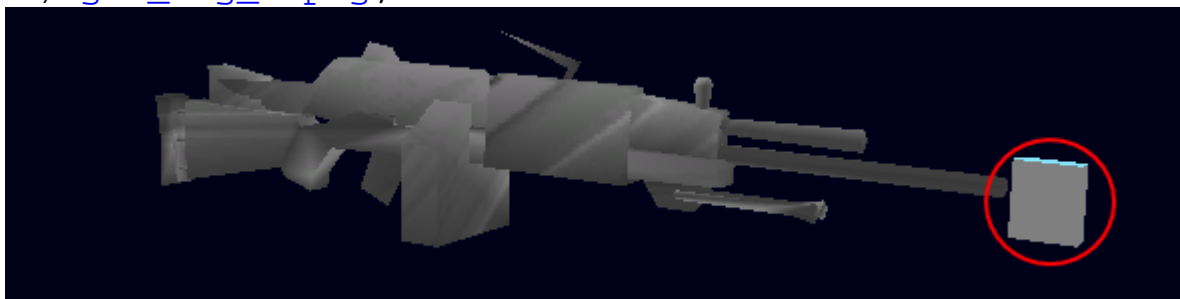
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### File Attachments

1) [gdi\\_lmg\\_1.png](#), downloaded 417 times



2) [gdi\\_lmg\\_2.png](#), downloaded 417 times



3) [gdi\\_lmg\\_3.png](#), downloaded 401 times



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Subject: Re: weapon problem

Posted by [Napalmic](#) on Sun, 30 Apr 2006 15:47:48 GMT

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Uh, looks like it's scaled too large. Muzzle bone just needs export transform (bone) checked.

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Subject: weapon problem

Posted by [Titan\\_HQ](#) on Sun, 30 Apr 2006 16:11:34 GMT

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How do i change the scaling?

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Subject: Re: weapon problem

Posted by [JeepRubi](#) on Sun, 30 Apr 2006 20:07:57 GMT

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Click on the muzzel bone, got to W3D settings on the little tab that looks like a hammer. Check off the "hide" box. That will hide it ingame.

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