Subject: Infantry Aggregates?
Posted by [EatMyCar](#) on Sat, 27 May 2006 23:56:43 GMT
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How do you add aggregates to infantry characters? for example, how would I add the backpack to the GDI Grenadier?

Subject: Re: Infantry Aggregates?
Posted by [Mad Ivan](#) on Sun, 28 May 2006 00:22:53 GMT
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You'll have a better chance of importing the Grenadier and the backpack in RenX, boning and exporing both and then using the new model.

Else, you'd have to import the backpack, bone it according to your character's skelleton, export it to w3d, import the grenadier, add a box while naming it the same as your backpack w3d and check aggregate under W3D. Then Export the grenadier and you are ready.

Subject: Re: Infantry Aggregates?
Posted by [EatMyCar](#) on Sun, 28 May 2006 06:05:27 GMT
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Ah. Simple, probably retarded, question. How do I zoom in with GMax to get a better veiw of the object? >< thanks

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Subject: Re: Infantry Aggregates?
Posted by [Mad Ivan](#) on Sun, 28 May 2006 12:31:56 GMT
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Either use your mouse's scroll button, or use the "Zoom" button on the bottom right side of your GmaX window. It looks like a magnifying glass.

You also might want to use it in combination with the "Field-Of-View" button, located right under your "Zoom" button.

Subject: Re: Infantry Aggregates?
Posted by [EatMyCar](#) on Sun, 28 May 2006 13:04:16 GMT
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Hm..the grenade vest I want to add appears in g-max, but the genadier doesnt...

Edit:if I am editing a vehicle, what settings do i export it with?

Subject: Re: Infantry Aggregates?
Posted by Mad Ivan on Sun, 28 May 2006 19:27:25 GMT

not quite sure, never modeled a vehicle before, lol.
Check westwood's docs for that, i think good ol' Greg Hjelstrom wrote a tutorial on that.