
Subject: Question about Renx

Posted by [Anonymous](#) on Tue, 31 Dec 2002 14:44:00 GMT

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Hey, does anyone remeber how to make 2 different objects join to become one? I need this so i can make 2 barrels... Also, can i make the whole turret pivot on the barrel bone?

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Posted by [Anonymous](#) on Tue, 31 Dec 2002 17:17:00 GMT

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make 2 barrels? you can select the objects and make them a group, so you move them all if you select any 1 part of the group. that is how I keep my models peices together. the virtual welding of polygons to polygons is a lot more complicated and leghthy (to me).just select the objects (after they are finished) and go to the menubar at the top and go in the "group" menu and group em. you have to ungroup them to modify them. [December 31, 2002, 17:18: Message edited by: DeafWasp]

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Posted by [Anonymous](#) on Tue, 31 Dec 2002 18:26:00 GMT

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To make the whole thing pivot on one spot, select it, then go to the heirarchy tab, select "Affect pivot only" and then move the pivot where you want it.

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Posted by [Anonymous](#) on Wed, 01 Jan 2003 11:32:00 GMT

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If you still don't understand you can always ask me.
