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Subject: Max not recognizing bones.

Posted by [jamiejrg](#) on Sat, 14 Apr 2007 23:26:46 GMT

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How do i get 3ds max 7 to recognize the bones of the skeleton so i can use the wwskin.

Check it out.

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Subject: Re: Max not recognizing bones.

Posted by [Zion](#) on Sun, 15 Apr 2007 00:43:25 GMT

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I can't see any bones there, not the bones i know of anyway.

I'd stick to renx for boning characters since it's probably easier, don't take my word though.

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