
Subject: Can someone make a gun hands scene for max

Posted by [jamiejrg](#) on Thu, 03 May 2007 02:34:59 GMT

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Good evening gents,

I know i have asked this before but could someone please post a gun hands scene for max. I tried relinking everything but i just couldn't manage it. There must be someone out there that has enough skill and wants this done bad enough. I am getting sick and tired of exporting my models into renx to do the hand animations.

Thanks ahead of time,
Jamie

Subject: Re: Can someone make a gun hands scene for max

Posted by [Spyder](#) on Thu, 03 May 2007 11:11:15 GMT

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Isn't there a possible way to export the hands out of renx as a .3ds file or something?

Subject: Re: Can someone make a gun hands scene for max

Posted by [Jerad2142](#) on Thu, 03 May 2007 15:52:53 GMT

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darksnipa wrote on Thu, 03 May 2007 05:11Isn't there a possible way to export the hands out of renx as a .3ds file or something?

I think you can in max 7 - 8 but not 9. Export into W3D format, and the import it into max (don't ask me how to do it, I have max 9, so I have no clue how exactly it works).

Subject: Re: Can someone make a gun hands scene for max

Posted by [jamiejrg](#) on Fri, 04 May 2007 00:17:55 GMT

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Well, I don't know about you guys but i use a set of hands that consist of the bones from f_skeleton (obviously) and then meshes called right arm, left arm, left hand. In renx these meshes are just linked Xform to the meshes. When i export/import into Max all the linked Xforms are gone, the links between the bones remain. I can't seem to get the xforms right in max. This is because you have to do eash vert. at once.

Jamie
