
Subject: Bizzare WWskin problem
Posted by [danpaul88](#) on Sat, 01 Sep 2007 22:29:27 GMT
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Ok, I know the basics of how to use WWskin, but I am having problems adding a specific mesh to a WWskin binding.

Basically whenever I click 'Bind to spacewarp' and attach the mesh to the WWskin object the mesh flips upside down and moves about -0.4 in the X direction, and the vertices, which are highlighted, cannot be selected at all so I can't even bind them that way and manually put the mesh back where it's supposed to be.

Has anyone had this problem before, and if so do you know of any solution? I have already added two meshes to the WWskin object without any problem, and other meshes do not move around and rotate themselves when added, it's just two particular meshes that are doing it (and they happen to be the tank treads, which really NEED to be bound to the WWskin or they look retarded :S)

Subject: Re: Bizzare WWskin problem
Posted by [Veyrdite](#) on Sat, 01 Sep 2007 23:52:08 GMT
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try moving the animation slider to a different spot, or keeping it at 0 and clicking the animate button.

Subject: Re: Bizzare WWskin problem
Posted by [danpaul88](#) on Sun, 02 Sep 2007 16:29:51 GMT
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Nah, that wasn't the problem, thanks for posting anyway.

For anyone else who has this problem: The solution is to use the Reset Xform tool on the affected meshes. (From the Utility tab in RenX choose the Reset Xform option and click Reset Selected with the mesh(es) in question selected)

It also happened to flip all the polygons on the mesh for me, if you also get that right click, convert to editable mesh and just flip all the polygons back, and then link to the wwskin as normal. Thanks to Spice from APB forums for that solution.

Subject: Re: Bizzare WWskin problem
Posted by [Spice](#) on Mon, 03 Sep 2007 01:10:12 GMT
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danpaul88 wrote on Sun, 02 September 2007 12:29 Thanks to Spice from APB forums for that

solution.
