
Subject: Successful weapon export
Posted by [Slave](#) on Wed, 25 Feb 2009 02:18:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

I imported the Personal Ioncannon into gmax, and fixed its texture job.

Someone else (blacky) did the same, using a different importer.

Blacky's export succeeds, and works well ingame, mine fails and acts crazy ingame. I fail to find any difference in the gmax files.

A skilled person who does find the difference, and knows what's wrong with my model, wins 1 free internets.

Blacky used <http://www.renhelp.net/downloads/W3DImporter.zip>
I used <http://www.renhelp.net/downloads/W3DImporter2.zip>

Thanks.

edit: now with actual files to compare

File Attachments

1) [personal ioncannon.zip](#), downloaded 182 times

Subject: Re: Successful weapon export
Posted by [TankArmy5](#) on Wed, 25 Feb 2009 04:27:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

SS?

Subject: Re: Successful weapon export
Posted by [nuker7738](#) on Wed, 25 Feb 2009 05:10:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

why don't you try using the same importer blacky used, apply the same texturing you applied with the other model, and see if there is a difference then?

Subject: Re: Successful weapon export
Posted by [Gen_Blacky](#) on Wed, 25 Feb 2009 05:27:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

nuker7738 wrote on Tue, 24 February 2009 23:10 why don't you try using the same importer blacky used, apply the same texturing you applied with the other model, and see if there is a

difference then?

that's what i said

Subject: Re: Successful weapon export
Posted by [Slave](#) on Wed, 25 Feb 2009 14:00:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, that's what I'm going to do. But since I already started importing 6 other weapons, I didn't feel like doing them all over if there was an easy fix.

Subject: Re: Successful weapon export
Posted by [danpaul88](#) on Wed, 25 Feb 2009 14:06:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Did you export it using the correct type and linking to the correct skeletons? I am at work at the moment, but IIRC weapons are always exported with a dummy model containing a single bone as the skeleton, so the engine knows how to orient it when attaching it to the first person hand models.

Also ensure that the correct W3D export settings for mesh and bone objects are selected, at least one of the importers I have used before tends to screw them up or completely ignore them.
