
Subject: Hand positions in 3ds max.

Posted by [Stau](#) on Mon, 11 May 2009 00:53:03 GMT

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Hello my fellow renegaders.

I've been looking into hand positions for some weapons and I (amazingly) found the hand positions tutorial on renhelp. Yay for me !

However, I have one issue. I want to be able to do these hand position alterations, etc. In 3ds max.(However, when I import with the w3d importer tool.. all the bones dissappear.

So I was hoping someone around here has a solution that doesn't involve switching over to work in gmax. Thanks in advance

PS: this is the tutorial in question which contains the hand positions file:
<http://renhelp.net/index.php?mod=Tutorials&action=view&id=53>

Also while i'm here support cnc Brotherhood also previously known as Rise of Apocalypse (not to be confused with apocalypse rising)
pimp pimp pimp. Okay that's all for pimping mods.

Subject: Re: Hand positions in 3ds max.

Posted by [Gen_Black](#) on Wed, 13 May 2009 15:47:44 GMT

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open it in gmax and export as a .3ds and import into max

Subject: Re: Hand positions in 3ds max.

Posted by [Stau](#) on Thu, 14 May 2009 10:43:18 GMT

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you can't export files as .3ds from gmax :\ only .p3d .. in renx ofcourse you can also export as .w3d.. but no .3ds. So please elaborate lol.

Subject: Re: Hand positions in 3ds max.

Posted by [Gen_Black](#) on Thu, 14 May 2009 17:57:18 GMT

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just use gmax haha thats what I use , 3ds max just has a whole bunch of new features that u don't need. You also just can recreate the bones for the gun hands , just import f_skelton and relink them . I might convert it for you when I get home.

Subject: Re: Hand positions in 3ds max.
Posted by [Scrin](#) on Thu, 14 May 2009 18:04:33 GMT
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Gen_Blacky wrote on Thu, 14 May 2009 12:57 just use gmax haha thats what I use , 3ds max just has a whole bunch of new features that u don't need. You also just can recreate the bones for the gun hands , just import f_skelton and relink them . I might convert it for you when I get home.
made for me the singleplayer's havoc hands with eva device gmax scene pls (in msn if possible)

Subject: Re: Hand positions in 3ds max.
Posted by [Gen_Blacky](#) on Fri, 15 May 2009 01:33:43 GMT
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don't know what the model is called for havoc hands

Subject: Re: Hand positions in 3ds max.
Posted by [Staude](#) on Fri, 15 May 2009 08:23:22 GMT
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Gen_Blacky wrote on Thu, 14 May 2009 12:57 just use gmax haha thats what I use , 3ds max just has a whole bunch of new features that u don't need. You also just can recreate the bones for the gun hands , just import f_skelton and relink them . I might convert it for you when I get home.

Well i would appreciate the assistance. I'm working on a pretty big thing and i like to keep all the work in 3ds max. It's pretty bothersome having to export to gmax to set it up properly. Also annoying because it limits my texture possibilities and theres no easy way of editing without having to redo all the work.

Also i find gmax difficult slow and annoying compaired But that's just me.

Subject: Re: Hand positions in 3ds max.
Posted by [Staude](#) on Tue, 19 May 2009 21:13:25 GMT
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Did you ever get around to this ?

I'd be much appreciated.

Subject: Re: Hand positions in 3ds max.
Posted by [The Party](#) on Wed, 20 May 2009 14:00:36 GMT

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Gen_Blacky wrote on Thu, 14 May 2009 20:33don't know what the model is called for havoc hands

f_hm_havoc.w3d <--

Subject: Re: Hand positions in 3ds max.

Posted by [Gen_Blacky](#) on Wed, 20 May 2009 15:05:36 GMT

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StauDe wrote on Tue, 19 May 2009 23:13Did you ever get around to this ?

I'd be much appreciated.

Going to try when I get home failed the first time.

Subject: Re: Hand positions in 3ds max.

Posted by [StauDe](#) on Thu, 21 May 2009 12:02:26 GMT

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Gen_Blacky wrote on Wed, 20 May 2009 10:05StauDe wrote on Tue, 19 May 2009 23:13Did you ever get around to this ?

I'd be much appreciated.

Going to try when I get home failed the first time.

Okay cool. Hope you succeed.
