
Subject: need help with character modles
Posted by [JsxKeule](#) on Thu, 09 Jul 2009 18:18:50 GMT
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ok i tried to make a hotwire replacement
the modle should be the mutant petrova
but i have a problem with the face and on the legs
how you can see on the ss

so whats the problem there
gmax and w3d files are attached
(w3d to look ingame whats wrong)

File Attachments

1) [hottie.rar](#), downloaded 155 times

Subject: Re: need help with character modles
Posted by [Gen_Blacky](#) on Thu, 09 Jul 2009 18:33:39 GMT
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you need to manually select the vetics for those bones and link them. Auto link always messes stuff up.

Subject: Re: need help with character modles
Posted by [mrÃ£Ã§Ã·z](#) on Thu, 09 Jul 2009 18:53:56 GMT
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Mr.NiceGuy wrote on Thu, 09 July 2009 13:33you need to manually select the vetics for those bones and link them. Auto link always messes stuff up.
Is there auto link for 3DS MAX?

Subject: Re: need help with character modles
Posted by [Gen_Blacky](#) on Thu, 09 Jul 2009 19:49:13 GMT
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yes

Subject: Re: need help with character modles
Posted by [mrÃ£Ã§Ã·z](#) on Thu, 09 Jul 2009 20:13:59 GMT
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Is it renamed or why i cant find it?

Subject: Re: need help with character modles
Posted by [JsxKeule](#) on Thu, 09 Jul 2009 22:04:36 GMT
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ok i got it now thx for the fast help

Subject: Re: need help with character modles
Posted by [Gen_Blacky](#) on Fri, 10 Jul 2009 02:11:15 GMT
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you must be in the wrong place or your blind. I think your talking about something else.

File Attachments

1) [example.JPG](#), downloaded 340 times

Space Marine.max - Autodesk 3ds Max 8 - Stand-alone License

File Edit Tools Group Views Create Modifiers Character reactor Animation Graph Editors Rendering Customize MAXScript Help



Perspective

