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Subject: 3DS Max trouble!

Posted by [Spyder](#) on Sat, 31 Oct 2009 22:41:02 GMT

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Hey guys,

I've got a small problem, and I bet you can help me fix it  
I've got this character model, and I found out it has been created from several grouped meshes.  
Unfortunately, when trying to rotate or move one of the objects, let's say a glove, all separate  
meshes constructing the glove rotate in a different way.

How can I get rid of this problem?

Here are some screenies:

Large images

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Subject: Re: 3DS Max trouble!

Posted by [DL60](#) on Sun, 01 Nov 2009 09:30:00 GMT

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Weld them together.

Klick at one of these pieces and somewhere at the left toolbar there is an "attach" button (expand  
all menu points). Klick on it (attach is activated) and now klick on all the other meshes. !!!! Maybe  
you have convert into mesh/poly before the button appears. !!!!

Everything is one piece now and should rotate as one piece.

Now you can also weld the vertices by selecting all vertices and click weld button (must be  
somewhere at the same place where the attach button is). Put as number 0,001 and click okay.

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Subject: Re: 3DS Max trouble!

Posted by [Spyder](#) on Sun, 01 Nov 2009 09:32:08 GMT

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DeathLink6.0 wrote on Sun, 01 November 2009 10:30Weld them together.

Klick at one of these pieces and somewhere at the left toolbar there is an "attach" button (expand  
all menu points). Klick on it (attach is activated) and now klick on all the other meshes. !!!! Maybe  
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Everything is one piece now and should rotate as one piece.

Now you can also weld the vertices by selecting all vertices and click weld button (must be somewhere at the same place where the attach button is). Put as number 0,001 and click okay.

Thank you, will try that.

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