
Subject: Now it is crazy arms...

Posted by [ChewML](#) on Tue, 01 Dec 2009 19:21:13 GMT

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Ok, I got my old laptop working again, so I picked up where I left off. Thanks to Di3HardNL's more detailed tutorial I figured out how to get the boning part down.

When I have this in RenX the locke stays with the bones in the animations, but when I export it and open Ren... I get this:

I tried unlinking the blue dots and relinking manually to the bones, and autolinking by smaller groups... but I keep getting the feet in the crotch in game?

Anyone seen this before or have any idea what I am doing wrong?

Like I said, it doesn't do this in RenX... only when exported and opened in Ren.

File Attachments

1) [kickingselfincrotch.jpg](#), downloaded 853 times



Subject: Re: Foot in crotch?

Posted by [ChewML](#) on Wed, 02 Dec 2009 18:47:45 GMT

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New problem SS

The problem before may have been because forgot to add the skeleton... but now when I add the skeleton (s_a_human) I get this crazy long arms, and the character walks sideways.

Any ideas?

File Attachments

1) [crazyarms.jpg](#), downloaded 686 times



Subject: Re: Now it is crazy arms...

Posted by [danpaul88](#) on Thu, 03 Dec 2009 00:01:44 GMT

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Are you sure Locke uses the A skeleton? He might use one of the special variants...

Subject: Re: Now it is crazy arms...

Posted by [ChewML](#) on Thu, 03 Dec 2009 00:27:16 GMT

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danpaul88 wrote on Wed, 02 December 2009 18:01 Are you sure Locke uses the A skeleton? He might use one of the special variants...

I had only heard of the one for male (s_a_human) and one for female (s_b_human)... but now that I take a second look into my mixer I see 2 more s_c_human and s_z_human.

Anyone know more about what the others are for?

In the mean time I will try to export using the others including the female one just to see what happens.

Edit: lols, this what happen with s_z_human

wtf

File Attachments

1) [s_z_human.jpg](#), downloaded 646 times



Subject: Re: Now it is crazy arms...

Posted by [ChewML](#) on Thu, 03 Dec 2009 05:17:01 GMT

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fagmax is gay...

Now when I open c_gdi_locke_l0 I get this clump of crap...

Is it corrupt? Could that be causing all this crap?

File Attachments

1) [fagmaxisgay.jpg](#), downloaded 633 times

Untitled - gmax - [RenX game pack]

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



Subject: Re: Now it is crazy arms...

Posted by [Spyder](#) on Thu, 03 Dec 2009 09:16:27 GMT

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Chew wrote on Thu, 03 December 2009 06:17fagmax is gay...

Now when I open c_gdi_locke_l0 I get this clump of crap...

Is it corrupt? Could that be causing all this crap?

No, it means you haven't imported a skeleton...

Subject: Re: Now it is crazy arms...

Posted by [Reaver11](#) on Thu, 03 Dec 2009 10:21:50 GMT

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The s_c_human is for mutants.

I'm unaware where the s_z_human is for.

Subject: Re: Now it is crazy arms...

Posted by [Tupolev TU-95 Bear](#) on Thu, 03 Dec 2009 10:51:25 GMT

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idk but i always though it was civilians

Subject: Re: Now it is crazy arms...

Posted by [ChewML](#) on Fri, 04 Dec 2009 05:00:38 GMT

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So the best looking thing I have come out with is exporting without skeleton...

In the same file with the gmax scene there is another file H_A_A0A1, does anyone know what it's purpose is?

Also this may sound like a dumb question... When you import the w3d shouldn't you use the same skeleton as the one you intend to export with?

Subject: Re: Now it is crazy arms...

Posted by [ChewML](#) on Fri, 04 Dec 2009 23:21:10 GMT

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Figured out my problem... Nobody ever said how important it was to rotate the scene back so it

faces the right before you export... lols

Subject: Re: Now it is crazy arms...

Posted by [danpaul88](#) on Sat, 05 Dec 2009 00:21:46 GMT

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Nobody expected you to have rotated it after importing it I suppose... why not rotate the view instead of the model?

Subject: Re: Now it is crazy arms...

Posted by [ChewML](#) on Sat, 05 Dec 2009 00:48:08 GMT

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danpaul88 wrote on Fri, 04 December 2009 18:21Nobody expected you to have rotated it after importing it I suppose... why not rotate the view instead of the model?
Coz i r noob and don't know how to, lol.

Subject: Re: Now it is crazy arms...

Posted by [danpaul88](#) on Sat, 05 Dec 2009 11:40:00 GMT

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What modelling program are you using? In both RenX and 3DS Max theres a button at the bottom somewhere that looks like a sort of pie chart thing, if you select that and then click anywhere in the view you can drag your mouse around to rotate your view around.

Subject: Re: Now it is crazy arms...

Posted by [ChewML](#) on Sat, 05 Dec 2009 17:46:12 GMT

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danpaul88 wrote on Sat, 05 December 2009 06:40What modelling program are you using? In both RenX and 3DS Max theres a button at the bottom somewhere that looks like a sort of pie chart thing, if you select that and then click anywhere in the view you can drag your mouse around to rotate your view around.

I found what you are talking about. I just never looked for anything else because I was afraid if I started messing with ohter buttons I would screw something up.

Like when I first started using the program, I would go to rotate/move the scene and it would show all 3 axis, but now I have to click the squares up top to select the axis one by one... I think the cat did it when he walked across my laptop.
