
Subject: Skinning

Posted by [Deafwasp](#) on Sun, 13 Apr 2003 22:24:46 GMT

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I need to be able to skin objects, I want to use Chilli Skinner but I do not have 3d studio max. Can someone link me to a warez version or something?

Subject: Skinning

Posted by [General Havoc](#) on Sun, 13 Apr 2003 22:26:11 GMT

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Chilli skinner works in gmax as far as I know because it is coded in maxscript, which 3Ds and Gmax support.

_General Havoc

Subject: Skinning

Posted by [Deafwasp](#) on Sun, 13 Apr 2003 22:29:46 GMT

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WTF are you saying? Explain what the hell you mean.

Subject: Skinning

Posted by [General Havoc](#) on Sun, 13 Apr 2003 23:03:49 GMT

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Subject: Skinning

Posted by [Halo38](#) on Mon, 14 Apr 2003 01:03:45 GMT

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DeafwaspWTF are you saying? Explain what the hell you mean.

Chill bud not the way to get help now is it. :rolleyes:

Subject: Skinning

Posted by [Sir Phoenixx](#) on Mon, 14 Apr 2003 01:12:32 GMT

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DeafwaspWTF are you saying? Explain what the hell you mean.

You just can't say it that fast for those who don't have that much upstairs.

Chilli Skinner works in Gmax just as it does in 3dsmax because both support scripts :rolleyes:

Subject: Skinning
Posted by [Deafwasp](#) on Mon, 14 Apr 2003 04:52:32 GMT
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ok, belittle me all you want, the point is.....

I can use chilli skinner by substituting gmax where it says 3dmax?

Subject: Skinning
Posted by [Dante](#) on Mon, 14 Apr 2003 05:56:14 GMT
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i refuse to help someone who acts in this manner, calm the fuck down, and ask them what they mean nicely, and they just may answer you...

Subject: Skinning
Posted by [Deafwasp](#) on Mon, 14 Apr 2003 06:32:09 GMT
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I agree Dante. If I wouldn't have used the word "hell", this wouldnt be such a big deal. I said "WTF?" Meaning I really am confused, "Please Explain-what the hell you mean"..... Just remove hell and I am in the clear.

I have asked about this before and never got a really clear answer (IMHO).

I am not stupid, I just need a little extra help sometimes.

Subject: Skinning
Posted by [laeubi](#) on Mon, 14 Apr 2003 06:36:17 GMT
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just goto your GMAX folder then ->gampack->westwood->renx->scripts->startup
copy Chilliskinner into this directory, run Renx goto the Tools tab, click on MAXscripts, you'll find Chillisciner in the Dropdownmenu.

WHY you people always must start flaming, crying etc.? Have you no better to do?? Do you need posts?

Just explain what he wants to know or don't reply to the topic.

Subject: Skinning
Posted by [Deafwasp](#) on Mon, 14 Apr 2003 06:40:31 GMT
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thx Laeubi, that was helpfull.

Subject: Skinning
Posted by [Sir Phoenixx](#) on Mon, 14 Apr 2003 12:36:50 GMT
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Laeubijust goto your GMAX folder then ->gampack->westwood->renx->scripts->startup copy Chilliskinner into this directory, run Renx goto the Tools tab, click on MAXscripts, you'll find Chillisciner in the Dropdownmenue.

WHY you people always must start flaming, crying etc.? Have you no better to do?? Do you need posts?

Just explain what he wants to know or don't reply to the topic.

His question was already answered in the first reply to this thread. But, being so slow he can't comprehend what "as far as I know it works in gmax because they both support the same thing" means.

Subject: Skinning
Posted by [laeubi](#) on Mon, 14 Apr 2003 15:28:17 GMT
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:rolleyes: Not everybody is born with the knowlede of all PC programms :rolleyes:

Subject: Skinning
Posted by [Deafwasp](#) on Mon, 14 Apr 2003 19:13:46 GMT
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i didnt know what the differences between the programs were. I thought 3DMax was a skinning program and chilli skinner was like a plugin to convert the skins for use on the models.

So thanx again Laeubi for sticking up for me again.

Subject: Skinning
Posted by [laeubi](#) on Mon, 14 Apr 2003 19:40:14 GMT
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Gmax is like Wordpad, the small brother(or siter?) of 3dsMax

Subject: Skinning
Posted by [Deafwasp](#) on Mon, 14 Apr 2003 20:27:50 GMT
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ok cool, I am going to be able to skin my models now

Look for things to come

Subject: Skinning
Posted by [Sir Phoenixx](#) on Mon, 14 Apr 2003 22:51:37 GMT
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3dsmax is a fully functional and complete 3d modeling program.

Gmax has like 75% of the functionality, and is quite incomplete compared to what 3dsmax has...

Gmax was basicly stripped down for amatuer modders for games.

I look at it this way: Gmax is the retarded son of 3dsmax, It's alot like it's father, but his functionality is alot lower and his mind is very incomplete.

Subject: Skinning
Posted by [Deafwasp](#) on Mon, 14 Apr 2003 23:39:08 GMT
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ok
