
Subject: W3d importer trouble

Posted by [Slash0x](#) on Fri, 16 Jul 2004 03:30:19 GMT

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htmlgodThe WWskin modifier is applied, but since I don't know much about infantry rigging, I can't tell you much more than that. I can't imagine that our infantry modeler somehow deactivated the bones on the gMax versions of the files, I'm pretty sure that these are the ones that he exported for the final product. Do I need S_a_Human.w3d in the same folder as the .gmax file that I'm opening in order for WWskin to be active?

The bones are exported with the model. The animations just show where the bones are supposed to be positions during those animations. All that the animations are are bones moving to make the character (any character in this case) move the way you exported the animation (bones only). If that made any sense, I hope that helped.
