
Subject: Re: Character Models in GMAX

Posted by [NeoSaber](#) on Thu, 07 Sep 2006 23:57:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Orcaflam3 wrote on Thu, 07 September 2006 03:19Yea Neo ive been using the _l0 and _head.w3ds this whole time but for some reason they wont follow the bones assigned to them :/

When infantry models get imported into Gmax, their rigging gets screwed up. You need to rig the model yourself to get it working again.
