
Subject: Re: Switching model files

Posted by [Gen_Blacky](#) on Thu, 28 Feb 2008 04:07:11 GMT

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Di3HardNL wrote on Tue, 26 February 2008 14:01lol its alot more complicater to export characters then you think you need to re-assign all characterparts to bones.

Exactly, you have to redo all the w3d settings and maybe rebone , sometimes you don't need to.
