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Subject: Re: boning a character  
Posted by [shippo](#) on Wed, 16 Sep 2009 15:12:35 GMT  
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I understand what the tutorials are saying however I am not getting how the boning process works with these files.

c\_gdi\_syd\_.w3d  
c\_gdi\_syd\_l0.w3d  
c\_gdi\_syd\_l1.w3d  
c\_gdi\_syd\_l2.w3d  
c\_gdi\_syd\_l3.w3d

c\_gdi\_syd\_l0.w3d comes with what appears to be bones however they don't attach to my model. also, on some of the models, I get green dots (which I assume to be the joints)

btw sometimes when I save the model some times I get an error that says:  
"Name is the same. name is Bone for Bag" or something like that.

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