Subject: Re: Switching characters using gmax/renx...
Posted by ChewML on Thu, 29 Oct 2009 16:50:21 GMT

ErroR wrote on Thu, 29 October 2009 10:33Chew wrote on Mon, 26 October 2009 16:51Jerad Gray wrote on Mon, 26 October 2009 08:13When you import a character into Gmax, it takes that character and ALL of its lod models, and ports them in as well, hints why you get multiple of each bone type.

I only get one set when I import the w3d, then I delete them... but then when I merge them with the male.gmax I get doubles again?

How should I fix this to where I only get one set that will bind to the cross bone and move with the animation?
are you sure you didn't accidentaly save overwritten male.gmax? because i do it all the time and it worked

Could you post the male.gmax file for me to download to make sure it is the right one? I don't really wanna go download the whole Renegade tools just for one file...

Edit: I open the male.gmax by itself and sure enough there are doubles....

Toggle Spoiler

File Attachments
1) malegmax.jpg, downloaded 897 times

Male.gmax - gmax - [RenX game pack]

File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help

Right

Hide Objects

Sort
- Alphabe
- By Type
- By Colo
- By Size

c R Thigh
C R UPPERARM
c R UpperArm
C SPINE
c Spine
C SPINE1
c Spine1
C_SHADOWMESH
GUNBONE
gunbone
HEAD0
head
HEAD1
HEAD2
HEAD3
K_ABDOMEN
K_Abdomen
K_CHEST
K_Chest

List Types
- ☑ Geometry
- ☑ Shapes
- ☑ Lights
- ☑ Cameras
- ☑ Helpers
- ☑ Groups
- ☑ XRefs

Selection Sets

All   None   Invert

☐ Display Subtree   ☐ Case Sensitive
☐ Select Subtree   ☐ Select Dependents   Hide

0 / 12

1   2   3   4   5   6   7   8

None Selected   X: 0.0m   Y:

Click or click-and-drag to select objects   Add Tim

Male.gmax - gmax -...