
Subject: Now it is crazy arms...

Posted by [ChewML](#) on Tue, 01 Dec 2009 19:21:13 GMT

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Ok, I got my old laptop working again, so I picked up where I left off. Thanks to Di3HardNL's more detailed tutorial I figured out how to get the boning part down.

When I have this in RenX the Locke stays with the bones in the animations, but when I export it and open Ren... I get this:

I tried unlinking the blue dots and relinking manually to the bones, and autolinking by smaller groups... but I keep getting the feet in the crotch in game?

Anyone seen this before or have any idea what I am doing wrong?

Like I said, it doesn't do this in RenX... only when exported and opened in Ren.

File Attachments

1) [kickingselfincrotch.jpg](#), downloaded 885 times

