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Subject: attach question

Posted by [Oblivion165](#) on Fri, 21 May 2004 17:53:48 GMT

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i having a hard time attaching objects to the people meshes:

I used the attach option, but it crashed renx

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Subject: attach question

Posted by [Spice](#) on Fri, 21 May 2004 18:43:17 GMT

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Dont attach textured objects. That will cause it to crash , or when you hit matierial editor it will crash. Try deleting the whole matierial then attaching it. Rember TEXTURE LAST.

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Subject: attach question

Posted by [IRON FART](#) on Fri, 21 May 2004 22:17:01 GMT

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Use grouping.

You could do what EXdeath said, which will work, but that will give both the object and the person the same texture. And normally I don't see odd-shaped people.

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Subject: attach question

Posted by [Spice](#) on Sat, 22 May 2004 01:58:10 GMT

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Not if you know how to texture and model. Model your object. Make it all one object. When finished With modeling it. Detach your objects , dont move them and texture them. Make sure they have different names. That might cuase it to also crash. When you are finshed reattach everything and export.

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Subject: attach question

Posted by [Oblivion165](#) on Sat, 22 May 2004 02:11:16 GMT

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Grouping them didnt work, i dont wanna do it again.

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Subject: attach question

Posted by [Slash0x](#) on Sat, 22 May 2004 02:47:13 GMT

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Just use the attach to parent tool attach it to the head and pelvic bones

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Subject: attach question

Posted by [Aircraftkiller](#) on Sat, 22 May 2004 03:19:50 GMT

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EXdeath7Dont attach textured objects. That will cause it to crash , or when you hit matierial editor it will crash. Try deleting the whole matierial then attaching it. Rember TEXTURE LAST.

No, it won't. Not if your materials are properly done, instead of half-assed.

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Subject: attach question

Posted by [Spice](#) on Sat, 22 May 2004 06:41:32 GMT

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No , your Zama source does the same. :rolleyes: Guess your own textureing is half-assed?

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Subject: attach question

Posted by [Oblivion165](#) on Sat, 22 May 2004 07:55:49 GMT

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Slash0xJust use the attach to parent tool attach it to the head and pelvic bones

that worked great, thanks!

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