Subject: The wonderful world of bones!
Posted by Anonymous on Mon, 28 Oct 2002 17:46:00 GMT
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I can't seem to find the Ocra Pivot,flame,and engine bones... i need the bad!

Subject: The wonderful world of bones!
Posted by Anonymous on Mon, 28 Oct 2002 19:12:00 GMT
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Here you go. this is a tut made by greg. it talks about bones and encluding engin bones. i hope that helped. [October 28, 2002, 19:13: Message edited by: Havoc 89]

Subject: The wonderful world of bones!
Posted by Anonymous on Tue, 29 Oct 2002 13:07:00 GMT
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how do you make bones?

Subject: The wonderful world of bones!
Posted by Anonymous on Tue, 29 Oct 2002 21:59:00 GMT
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A "bone" in W3D is just any old mesh in Max (but it is customary to use a box) with the "Export_Transform" option turned on. The pivot of the object is all that matters for bones.greg

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Subject: The wonderful world of bones!
Posted by Anonymous on Wed, 30 Oct 2002 00:55:00 GMT
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where can i find the bones??? do i have to make them?

Subject: The wonderful world of bones!
Posted by Anonymous on Wed, 30 Oct 2002 00:59:00 GMT
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yeah your gonna have to make em. just follow the tut.