Subject: Successful weapon export
Posted by Slave on Wed, 25 Feb 2009 02:18:41 GMT
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I imported the Personal Ioncannon into gmax, and fixed its texture job.

Someone else (blacky) did the same, using a different importer.

Blacky's export succeeds, and works well ingame, mine fails and acts crazy ingame. I fail to find any difference in the gmax files.

A skilled person who does find the difference, and knows what's wrong with my model, wins 1 free internets.

Blacky used http://www.renhelp.net/downloads/W3DImporter.zip
I used http://www.renhelp.net/downloads/W3DImporter2.zip

Thanks.

edit: now with actual files to compare

```
File Attachments
1) personal ioncannon.zip, downloaded 225 times
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Subject: Re: Successful weapon export
Posted by TankArmy5 on Wed, 25 Feb 2009 04:27:31 GMT
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SS?

Subject: Re: Successful weapon export
Posted by nuker7738 on Wed, 25 Feb 2009 05:10:22 GMT
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why don't you try using the same importer blacky used, apply the same texturing you applied with the other model, and see if there is a difference then?

Subject: Re: Successful weapon export
Posted by Gen_Blacky on Wed, 25 Feb 2009 05:27:29 GMT
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nuker7738 wrote on Tue, 24 February 2009 23:10why don't you try using the same importer blacky used, apply the same texturing you applied with the other model, and see if there is a

difference then?

that's what i said

Subject: Re: Successful weapon export
Posted by Slave on Wed, 25 Feb 2009 14:00:57 GMT
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Yeah, that's what I'm going to do. But since I already started importing 6 other weapons, I didn't feel like doing them all over if there was an easy fix.

Subject: Re: Successful weapon export
Posted by danpaul88 on Wed, 25 Feb 2009 14:06:01 GMT
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Did you export it using the correct type and linking to the correct skeletons? I am at work at the moment, but IIRC weapons are always exported with a dummy model containing a single bone as the skeleton, so the engine knows how to orient it when attaching it to the first person hand models.

Also ensure that the correct W3D export settings for mesh and bone objects are selected, at least one of the importers I have used before tends to screw them up or completely ignore them.