Subject: Problem with 3ds max
Posted by crysis992 on Fri, 20 Nov 2009 16:10:13 GMT
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I made modified the nod turret in 3ds max.
now i merged a model into it, then i saved it and tried to open it with w3d viewer, and when i
opend it with w3d viwer i see Di3HardNL´s turret, and not my

does someone know how to fix this problem?

,
crysis992

Subject: Re: Problem with 3ds max
Posted by ErroR on Fri, 20 Nov 2009 16:22:27 GMT
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open w3d view out of renegadepublictools/W3dview/ and manually open the file, if not you can still
view it if it has a unique name

Subject: Re: Problem with 3ds max
Posted by Di3HardNL on Fri, 20 Nov 2009 17:04:36 GMT
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Put it in your data, because the path to textures/files is probably located there.

Subject: Re: Problem with 3ds max
Posted by crysis992 on Fri, 20 Nov 2009 21:13:21 GMT
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 thanks for help =)

Subject: Re: Problem with 3ds max
Posted by crysis992 on Sun, 22 Nov 2009 02:19:19 GMT
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next problem, i finished now the model, i tested it but the the position where the bullet leave my
turret dont rotate with it.
i know i have to link something, but i dont know what?

---

help plx

Subject: Re: Problem with 3ds max
Posted by R315r4z0r on Sun, 22 Nov 2009 02:51:33 GMT
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Buttle? Do you mean 'Barrel?'

If so, you link that to the turret.

Subject: Re: Problem with 3ds max
Posted by crysis992 on Sun, 22 Nov 2009 02:57:39 GMT
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sry its 4.00 am here

i mean where the bullet leaves my turret,
i placed the muzzle bone, at end of the barrel, linked it to the turret bone, but it still dont rotate :$
did i something wrong?