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Subject: Animations of Characters Inside Vehicles

Posted by [Anonymous](#) on Wed, 29 Jan 2003 14:44:00 GMT

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Taximes - the .w3d filename for the base pose is the skeleton name (s\_a\_human). The base pose is the non-animated, non-posed, default state of the bone structure. killa - not a bad idea, but I don't think it'll work. When "occupants visible" is checked and the arms are straight out, it means that the character's bones are already loaded. If no bones at all were loaded for the character, you'd see nothing but a collapsed set of vertices where his feet should be.

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