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Subject: Mod Community Meeting

Posted by [Anonymous](#) on Sat, 07 Dec 2002 19:23:00 GMT

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quote:Originally posted by Ingrownlip: quote:Originally posted by d.o.a\_bullet:The only real stopper in this engine is custom character animations. It's the main reason you can't find character models on any fan/mod sites. Every once in awhile I'll reinstall q3 just to check out all the new character models people have sent in. You're right about the character stuff, but there still are possibilities. Especially if we have enough people rallying for a "tweak" from WS. Then they usually respond. For example: JW was making some CTF scripts and he must have given WS an idea because they implemented them. So I believe "where there is a will, there is a way!" Actually, I strongly believe it is totally possible to create custom character animations, we just need the right tool, which, of course, is the w3d --> gmax converter. If we had a copy of that tool, we could figure out how things work, including how specific characters are animated. Just gotta be patient, that tool will come soon and then we can all go all out [ December 07, 2002, 19:47: Message edited by: ApacheRSG ]

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