

---

Subject: help mechs

Posted by [Anonymous](#) on Tue, 26 Nov 2002 14:29:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

the way you make mechs are... just make a mech model bone it like any other model and give it an animation as if it is walking. then in level edit just enter the animation name in the animation box.

---