Subject: Weapons Explained
Posted by Anonymous on Wed, 16 Oct 2002 15:35:00 GMT

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quote:Originally posted by Francois:Well for the ga stuff yep, just look into the file with notepad u see the currenty file name, and the other file name just near it...and for the ha, like i said just looking into the file trough notepad u see f_skeleton... dunno if it use the s_a_human... anyway maybe this week or later we will be able to do a complete animated weapon   Try WDump instead of notepad... You'll have a better idea of what the names are there for   Abjab