
Subject: Character Animations

Posted by [danpaul88](#) on Sat, 15 Oct 2005 21:40:54 GMT

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Ok, I have tried using the human_anim_override, but the character model seems to completely ignore what animations I set in here, instead using the default ones (which totally mucks up my model, lol). And yes, I did set the preset to use the human_anim_override I made for it.

Does anyone know exactly how to create your own character skeleton and animations? Any help would be appreciated.
