
Subject: Re: My Christmas Special

Posted by [danpaul88](#) on Sun, 11 Dec 2005 12:44:42 GMT

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how do you get custom skeletons and animations to work properly in renegade?

I tried making some and using the HUMAN_ANIM_OVERRIDE in level edit but it was a bit hit and miss, most animations still tried to use the default animations, seriously warping the model, but the 'walk with gun by side' or w/e was the only one which actually used my custom animation and skeleton

also how do you turn the idle animations off?

btw: a worms mod would be awesome looking good so far
