
Subject: Scripts

Posted by [Dante](#) on Sat, 10 May 2003 20:05:21 GMT

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quick explanation of some items i missed, that really don't have anything to do with text cinematic scripting....

when you see an object lets say test1.w3d, that plays an animation test2.swing_test3 then most likely test1.w3d and test3.w3d where exported using a skeleton (test2.w3d). soo, to recap in lamens terms

test1.w3d = hierarchal model exported with test2.w3d skeleton

test2.w3d = skeleton model (just bones)

swing_test3.w3d = a hierarchal animated model exported with the test2.w3d skeleton

this isn't uncommon
