
Subject: Re: Renegade Dog

Posted by [danpaul88](#) on Sun, 18 Jun 2006 07:48:44 GMT

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you have to export the skeleton as S_E_Human (afaik the first letter not already used by renegade models).

Then export the animations as h_e_a0a0 etc, using export using existing skeleton option, and pointing to the skeleton you exported.

The actual model should be exported with the existing skeleton option as well, EG dog.w3d

EDIT: btw, using this method you can use a completely different set of bones to those used by the renegade models if you want, or add extra ones such as one for the tail...
