

---

Subject: Re: Renegade Dog

Posted by [Jerad2142](#) on Thu, 06 Jul 2006 01:29:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Okay for starters your dog is all stretched out because of an occasional glitch that happens when you do WW Skin Binding in RenX just redo the linking to the bones.

Also the run animations must be the same length as the soldiers run animations beings renegade speeds up or slows down the animation depending on how fast a charter is moving.

If you still have questions e-mail me at

---