Subject: Re: custom animation question
Posted by GrayWolf on Sat, 28 Apr 2007 19:58:07 GMT
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Ok but I have a question... every time I export my animations and skeleton and character he still uses the same old skeleton and same old animations.

when i exported it i pointed it to my skeleton.
I pointed all the animations at my skeleton

I named my skeleton S_R_human

I named my animations h_r_****

I named the character S_R_monster

what am i doing wrong