
Subject: Re: Animation names

Posted by [Dealman](#) on Tue, 18 Dec 2007 18:13:49 GMT

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

Jerad Gray wrote on Tue, 18 December 2007 19:12 You can make your own skeletons, animations, and anything else. The only difference with human animations is that when you name those, they of course have to be unique, but you can only change one letter. (the middle letter IE: s_J_human).

Yes, I knew that. But I asked for if animations needed special names or something. Like maybe s_J_human_run or something.
