Posted by Dealman on Tue, 18 Dec 2007 18:24:28 GMT

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Jerad Gray wrote on Tue, 18 December 2007 19:20Nope, keep in mind that the animations are exported using the skeleton, so thats how the game connects them.

Oh ok thanks. So I for instance make like this:

Take my robot, export it as skeleton (W3D) and name it s_A_Human. Then I make for instance the running animation and select to use "s_A_Human" as skeleton and export it under the name like "Robot1_Run" as W3D?

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