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Subject: Re: Renegade Comic  
Posted by [Veyrdite](#) on Sun, 08 Jun 2008 05:10:14 GMT  
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I've finally worked out how to edit the bones to pose the characters. The file I was after was s\_a\_human.w3d under %MODDIR%\Characters.

Of course all other animations become relative to this file

Expect to see posed comics soon!

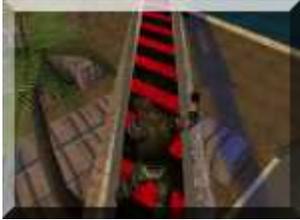
### File Attachments

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1) [Extra\\_5.jpg](#), downloaded 412 times



2) [Extra\\_5\\_thumb.jpg](#), downloaded 525 times



3) [Extra\\_6.jpg](#), downloaded 435 times



4) [Extra\\_6\\_thumb.jpg](#), downloaded 521 times

