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Subject: Re: the chicken

Posted by [Reaver11](#) on Sat, 20 Dec 2008 17:51:06 GMT

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You should ask DiehardNL he can bone characters so he might have this solution. I guess you would have to set up a new skeleton structure. (duno if i say it correctly)

You would need somethins like s\_m\_human (s\_m\_chicken)

I think you will end up redoing all the animations you will need to get a moving char.  
(walking,running,jumping etc)

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