
Subject: Re: boning a character
Posted by [shippo](#) on Wed, 16 Sep 2009 20:37:53 GMT
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ok this is what I want to know.
how do you take an exsisting character and change it. (what file(s) do you import so you can bone and export it.)

and what do you save it as

c_ag_gdi_syd.w3d

c_gdi_syd_.w3d
c_gdi_syd_l0.w3d
c_gdi_syd_l1.w3d
c_gdi_syd_l2.w3d
c_gdi_syd_l3.w3d
