
Subject: Re: boning a character

Posted by [Gen_Blacky](#) on Thu, 17 Sep 2009 07:31:53 GMT

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

just import c_gdi_syd_l0.w3d and delete everything besides body_0 and import the head and align it up correctly then follow that tutorial. Ignore the lod crap you don't want to make a lod character its just pointless since everyone has decent computers now days.
