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Subject: Re: Custom Skeletons?

Posted by [NACHO-ARG](#) on Mon, 10 Oct 2011 18:54:41 GMT

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dont really know if it is posible to modify bones animations set, but i think you can make a unit move like you want if you made an animation for that and linked it to the skeleton or something and of course you most probably would need to bind the model to the animation and not the bones, though it is just a supposition, hope someone can bring more light to the subject as it is an interesting question.

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