
Subject: Re: Mech scripts

Posted by [Jerad2142](#) on Wed, 23 Nov 2011 09:14:13 GMT

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

Just use the IsMech script. Export the model once as its standard name. Then once with _m at the end of its name (for its forward animation). And finally once with _b at the end of its name (for its backward animation).

EX:

Blah.w3d

Blah_m.w3d

Blah_b.w3d
