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Subject: Re: char animations

Posted by [Jerad2142](#) on Tue, 28 Feb 2012 15:15:22 GMT

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NACHO-ARG wrote on Mon, 27 February 2012 10:47Quote:a good way to make wwskin bind the mesh right?

this is the thing, i can rig inf models prety well but it takes me several ingame test to get it right, so i wanted to know if there is a way to reproduce the character ingame anymations wile working whit renx.

Instead I just recommend clicking animate, moving to frame one, then moving the bones far away from each other, this makes any binding issues plenty noticeable.

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