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Subject: characters

Posted by [Anonymous](#) on Sat, 20 Apr 2002 07:56:00 GMT

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can you make characters short and tall and stuff or are they all the same size? because i was thining about making a greg the bunny mods with tardy greg count blah and all. but if they can ill just put them in a soecial suit to make them taller and stronger good idea?

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Subject: characters

Posted by [Anonymous](#) on Sat, 20 Apr 2002 07:58:00 GMT

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Nope, you can make them vehicles if you want them big though..

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Subject: characters

Posted by [Anonymous](#) on Sat, 20 Apr 2002 08:02:00 GMT

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I was reading through the How To on creating characters and tried creating one and I must say it seems very finicky with the bones and stuff you use... ie you must use the preset ones..

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Subject: characters

Posted by [Anonymous](#) on Sat, 20 Apr 2002 08:03:00 GMT

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haha i really want them small because they are puppets

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Subject: characters

Posted by [Anonymous](#) on Sat, 20 Apr 2002 08:16:00 GMT

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I think you should be able to scale the bones/dummies, in the How To it just says Do not rotate, move or delete them (I'm guessing that'd throw the animation off)any way... I have managed to get a custom character into the game, but he won't move.. I'm gonna tinker with it a bit more now and maybe I'll see something I didn't see last night at 2 or 3 in the morning

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