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Subject: Characters

Posted by [blkhnd112](#) on Wed, 10 May 2006 23:30:28 GMT

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Is it possible to make a renegade "unit" or character with more than 2 legs work when it walks.

Like a four legged thing.

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Subject: Re: Characters

Posted by [GrayWolf](#) on Thu, 11 May 2006 00:00:06 GMT

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you mean like a dog? That'd be cool.

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Subject: Re: Characters

Posted by [blkhnd112](#) on Thu, 11 May 2006 00:22:04 GMT

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A dog sure I just wanna know how to make a unit that can walk on four legs when it moves.

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Subject: Re: Characters

Posted by [JeepRubi](#) on Fri, 12 May 2006 12:47:10 GMT

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Youd probably have to make a custom skeliton with custom animations, i dont know how though.

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