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Subject: WW2:Warpath could use a few mappers  
Posted by [Anonymous](#) on Fri, 31 Jan 2003 13:20:00 GMT  
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Due to the fact that i have extensively modified the original westwood human skeleton i am pretty sure that it cannot be used for multiplayer game applications but i know it can be used to create animated cut scenes for single play mods {with voiceover dubbing) or possibly for single player static animations.I could be wrong but from what the ww tutorials say it doesnt look like they will be usefull for anything but making cut scene movies or single player applications.But i'm willing to bet that the first sp mod that actually uses them as actors to build on the storyline will be happy with them.Eric.

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