Subject: Is it possible to make characters that arent based on the te
Posted by Anonymous on Sat, 18 Jan 2003 17:47:00 GMT
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if you don't care about the length of time it will take, you can do the following...1. create a new base skeleton (s_a = human male, s_b = human female, s_c = mutant, s_z = giant kane)2. create a group of animations for that (walking, death, idle should be enough to start with)3. create your character, export with that skeleton4. do a but load of modding in level edit global settings, i.e. human loiter stuff, etc...hope that helps.