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Subject: Animations of Characters Inside Vehicles  
Posted by [Anonymous](#) on Thu, 30 Jan 2003 15:49:00 GMT  
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yeah, that wouldn't work to well, Taximes. The s\_... files are the only place the bones are stored. All human models and animations depend on those bones, so removing or modifying them will change every pose/animation of all the humans in the game. h\_... files don't store information on the bones, only animation data.

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