
Subject: Animations of Characters Inside Vehicles
Posted by [Anonymous](#) on Wed, 29 Jan 2003 08:07:00 GMT
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ok, I'm not really into this techy stuff but I'm good with coming up with ideas. Dont flame me if this is stupid:How about including the basic character bones in a sitting pose in the vehicle model. The engine might use the bones when "occupants visable" is checked. [January 29, 2003, 08:09: Message edited by: killakanz]
