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Subject: characters

Posted by [Anonymous](#) on Sat, 20 Apr 2002 08:16:00 GMT

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I think you should be able to scale the bones/dummies, in the How To it just says Do not rotate, move or delete them (I'm guessing that'd throw the animation off)any way... I have managed to get a custom character into the game, but he won't move.. I'm gonna tinker with it a bit more now and maybe I'll see something I didn't see last night at 2 or 3 in the morning

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