danpaul88 wrote on Sun, 12 February 2006 12:25A while ago I finished the model for the Arm Peewee, but found it hard getting the Renegade engine to accept the custom skeleton and bones. I am now succeeded in getting the Peewee setup as an infantry unit, and working in game.

So far I have only created a running animation for the Peewee, I still need to do all the other animations (strafe, walking, crouching etc etc etc), but it's working in-game, and that's the important thing!

Still needs texturing, but I stuck a few blue patches on the UVW map to give an idea of what it should look like.

Demo video

Would you be able to create custom animation for cyborgs or jumpjet infantry on Renegade? IF YES, we are interested.