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Subject: Re: CnC TA Evolution :: Arm Peewee  
Posted by [danpaul88](#) on Mon, 13 Feb 2006 08:31:41 GMT  
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ah, so what you really want to know is how to get a custom skeleton working in-game with infantry units. Well I would be happy to share that information, and yes, things such as moving jackets and such would certainly be possible, as you can have any number of bones. Using W3D Skin on a jacket would make for some really nice movement I think

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