
Subject: Re: Trex Boning ? Any ideas?

Posted by [Jerad2142](#) on Thu, 22 Mar 2007 16:00:11 GMT

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If you bone it with the infantry system you will have to make hundreds of new animations (for jumping, running, walking, shooting, crouched, crouched walking, damaged, falling and more). It would be by far easier just to set it up using vehicle physics (then you have two animations forward and backward).

To do it that why bone the trex and then export it (as trex or something) then make a forward animation and export the as trex_m and then a backward animation as trex_b.

Then just attach the script Reborn_IsMech to it and give it the sound effect to use when the foot hits the ground and what frames the foot hits the ground (obviously this way is much simpler but also has a lot of limitations).
