Subject: Re: custom animation question
Posted by GrayWolf on Sat, 28 Apr 2007 03:57:26 GMT
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Ok so nm I figured that out.

I need help though.

I made a monster type character that walks on 4 legs so I made a whole new set of bones for him. I printed out a list of the animations and the number of frames for them like

Havoc, running = H_A_a0a1 = 9 frames long

So I made my own using my skeleton

My monster running = M_E_a0a1 = 9 frames long

Things I need to know are

1. Can I limit the number of animations my monster will use? Like I don't really need a crouch animation because I don't want him to crouch.

2. How exactly do I set up the skin and bones from scratch? I can make the x thing thats the skin and I have to bones and I have the bones in the x thing but when I do that space wrap thing to my monster he dosent attach to the bones when I link him to them.

File Attachments
1) bones1.JPG, downloaded 212 times

Perspective