Subject: Re: custom animation question
Posted by danpaul88 on Sat, 28 Apr 2007 23:30:26 GMT
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Are you using the "export using skeleton" option, and selecting your custom skeleton? Also remember that S_R_SKELETON must be exported using the skeleton export mode.

I know it works because I did the same thing before for one of my models. It's a real PITA to get it working properly though >.<

EDIT: Check out the Global Settings->HUMAN_ANIM_OVERRIDE section of Level Edit, you might need to setup some of the animations in there and link it to the infantry's preset (third(?) last option in the settings tab on the infantry preset)