
Subject: Re: Character Mod

Posted by [Slayer9x9](#) on Sat, 04 Aug 2007 05:01:03 GMT

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One Winged Angel wrote on Fri, 03 August 2007 16:31 Try linking the whole of the helmet vertices to the head bone by name, that should work. Pretty good stuff. If that is all your own work, maybe you should consider joining Bluehell Productions

Thanks for the help!

Actually, this isn't all of my own work...I converted the mod on Oblivion to 3ds max, to Gmax, to RenX, to leveeditor...

So, I guess I should have some credit....

Right now, I'm working on a custom weapon for P-Head.

His giant knife would be a perfect fit for him in Renegade...
