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Subject: How to change walk animation?

Posted by [Di3HardNL](#) on Fri, 21 Mar 2008 12:04:49 GMT

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I have a Monkey model, and I am trying to make it walk on 4 feet. I tried in RenX to move the bones locations, but it came out real bad. I want the gun to be placed on the back of the animal. How would i have to do that?

I am planning to make a animal mod for renegade, just for fun. But i can't make it without your help

thank uu

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