
Subject: Re: How to change walk animation?

Posted by [danpaul88](#) on Fri, 21 Mar 2008 21:16:28 GMT

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You have to create a new skeleton using the bones from S_A_Human to get the correct bone names, and export it as a Renegade Skeleton (I suggest S_F_Human to avoid collisions with the existing skeleton sets).

You then have to create new versions of all the h_a_<animid> animations that are used in general play, of which there will be about 100 or so, but if you plan to never give the unit more than one weapon type you can skip a few of those. There is no definitive list of which animations do what so you will have to load them into W3D viewer and find the ones you need to create copies of. Export your new ones as h_f_<animid> as pure animation and with your h_f_human.w3d file exported earlier selected as the skeleton.

Finally, once you have done all that re-export your model, linking to h_f_human.w3d as the skeleton.
