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Subject: Re: How to change walk animation?

Posted by [Di3HardNL](#) on Sat, 22 Mar 2008 11:37:02 GMT

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I don't mind how long it would take. I'll show my Gorilla here when its done (in 3 months ^)

By the way got 1 last question.

I now have a S\_F\_Human.w3d skeleton which works allright, then now I am creating the differnt animations. I found most of the animations i would need. But its only working with the orginal name that renegade has. So it will take effect on ALL renegade characters.

But ofcourse I only want this animation for the gorilla. I used for example h\_a\_a0a0.w3d, but I want the name h\_f\_a0a0.w3d. But how do i link it to the gorilla without effecting other characters?

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