Subject: Animation overide on new skeletons?
Posted by bigwig992 on Sat, 26 Jul 2003 06:11:59 GMT
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Made a new skeleton, a model, and an animation to go along with it. It worked flawlessly (except for it's uglyness) in W3D veiwer. Opened up commando (I already set all the animation overides to the animations I wanted) and used the walk thru guy as my test. Replaceed havoc with my 'dog' model and tryed walk-thru. Instead of looking and walking like a dog, all the boxxes that made up my crappy dog model magicly molded into some sort of human form. What the hell?

What it should be...
http://www.n00bstories.com/image.fetch.php?id=1072657288

What it is...
http://www.n00bstories.com/image.fetch.php?id=1179003642