Subject: Animation overide on new skeletons?
Posted by Dante on Sat, 26 Jul 2003 21:16:26 GMT

here was your problem...

all models & animations have to start in the pose position

*standing up legs together arms out.

this is probably what happened, the engine loaded your "dog" and bent him backwards for the rest of the animation thinking that the 0 frame was supposed to be the pose.

sometimes if you goto 3rd person on a laggy game, you will notice that at a PT the character will pop up in the pose position, then switch.

try that out, im sure it will fix it.