Subject: Animation overide on new skeletons?
Posted by Dante on Sat, 26 Jul 2003 21:18:31 GMT

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another thing, you have to use boxes for bones, not the IK chain, as Ren doesn't support that, it is more of a guideline for you to use, then delete it, and replace with the proper type of boning..

in other words, if you bone this guy with the IK chain, export the IK chain as a bone, that is only one bone