Subject: Re: C&C Castle Progress
Posted by ErroR on Sun, 26 Apr 2009 08:10:43 GMT

View Forum Message <> Reply to Message

Dthdealer wrote on Sun, 26 April 2009 09:21Di3HardNL wrote on Thu, 23 April 2009 19:15
Gman?

BTW, to pose the characters do you have to import the models and export them using a different
skeleton W3D file?
since those models don't move, they don't require a skeleton at all.