

Subject: Re: boning a character
Posted by [shippo](#) on Tue, 22 Sep 2009 23:02:35 GMT
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I downloaded the hex thing, and with it I imported all of these files

c_nod_seactpn_w3d
c_nod_seactpn_head_w3d
c_nod_seactpn_l0_w3d
c_nod_seactpn_l1_w3d
c_nod_seactpn_l2_w3d
c_nod_seactpn_l3_w3d

I then changed anything that said "nod" to "GDI", and saved all of them together as c_ag_gdi_seactpn.w3d. Is this correct so far?

File Attachments

1) [test.JPG](#), downloaded 518 times

