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Subject: Using Renegade Animations

Posted by [Regulus](#) on Sun, 10 Jan 2010 22:32:43 GMT

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Hello,

I have searched the Mod Forum over with a fine toothed comb and I have not been able to find an answer to my question, so please don't flame me if this has been asked before.

Anyway. I have been tinkering around with the models in Renegade, and I have been able to bone a character correctly. My question is:

How do I make the character use an animation inside gmax/3dsmax?

An example would be making the chem warrior use one of the idle animations. I have been able to import the animations into gmax, but I have not been able to link the two together in order to get the chem-warrior to use the animations bones. I am not particularly interested in exporting the animation with the character on it. My intent is to use them for animations for SHP's (old school cnc editing.)

Any insight?

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