
Subject: Re: Using Renegade Animations
Posted by [Regulus](#) on Mon, 11 Jan 2010 00:05:36 GMT
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Well, I have been able to import the animations in and they work fine. I haven't tried to connect the mesh to the skeleton, but I assume it will work. The only problem is, you would have to attach the mesh to the skeleton in a non-base pose, which I don't know how well that would work.
