
Subject: Renegade Like you never seen before (some pics)

Posted by [Dante](#) on Thu, 28 Aug 2003 06:00:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

i understand Animations and how they work... does that count?

here is what you can do:

select the h_a_a0a0.w3d from your Always.dat, extract s_a_human.w3d (the skeleton) from always.dat as well, put them in the same dir, name it... something, hell i don't care...

now, open up your RenX-W3D Modeler Edition

Import the h_a_a0a0.w3d, leave all options the same

Select all

Check off, Export Geometry in the W3D Settings

save as h_a_mine.gmax

export as h_a_mine.w3d as pure animation, using the s_a_human skeleton you have in the same folder (as stated above).

now you have a new animation, without the work, then tinker around with it from there.

if you add any geometry, you MUST export as hierarchal animated model, and be SURE to use the right skeleton.
