

---

Subject: Re: Custom Skeletons?

Posted by [Jerad2142](#) on Wed, 12 Oct 2011 05:43:25 GMT

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

---

Oh, it's not that bad, you've got walks, crouches, runs, jumps, and then 6 different weapon poses for each of those, then you have idles. But for animals it's a lot easier since they don't have different weapon poses.

---