Subject: Re: Mech scripts
Posted by jlhill17 on Fri, 25 Nov 2011 08:02:24 GMT

Jerad Gray wrote on Thu, 24 November 2011 16:45
Make sure basemodelname, basemodelname_m and basemodelname_b are all hierarchical animated models as well.

So is basemodelname.w3d a hierarchical animated model just without any animation since basemodelname_m & _b are the animations?