Posted by NACHO-ARG on Fri, 24 Feb 2012 12:55:04 GMT

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is it posible to make the c_bones display in renx the ingame animations like crouch, run and weapon carry positions?
the ones that display in renx are not very usefull at the time of boning a char and having to chek multiple times in game if a vertex is well riged wile crouch for example, is a litle bit annoying, any ideas?