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Subject: Re: char animations

Posted by [NACHO-ARG](#) on Mon, 27 Feb 2012 17:47:11 GMT

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Quote:a good way to make wwskin bind the mesh right?

this is the thing, i can rig inf models prety well but it takes me several ingame test to get it right, so i wanted to know if there is a way to reproduce the character ingame anymations wile working whit renx.

Quote:indios want to know if is possible to play the ren animations in RenX, not the default char animation from boning character..

exactly, you posted before me you evil sla.ro ;p

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