Subject: Re: Animation names Posted by Jerad2142 on Tue, 18 Dec 2007 18:12:20 GMT View Forum Message <> Reply to Message

You can make your own skeletons, animations, and anything else. The only difference with human animations is that when you name those, they of course have to be unique, but you can only change one letter. (the middle letter IE: s_J_human).

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