Subject: Re: boning a character

Posted by shippo on Tue, 22 Sep 2009 23:02:35 GMT

View Forum Message <> Reply to Message

I downloaded the hex thing, and with it I imported all of these files

c\_nod\_seacptn\_.w3d

c\_nod\_seacptn\_head\_.w3d

c nod seacptn I0.w3d

c nod seacptn I1.w3d

c\_nod\_seacptn\_l2.w3d

c\_nod\_seacptn\_l3.w3d

I then changed anything that said "nod" to "GDI", and saved all of them together as c\_ag\_gdi\_seacptn.w3d. Is this correct so far?

## File Attachments

