Subject: Human Anims
Posted by E! on Sat, 17 Jul 2010 17:40:14 GMT
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Hey guys,
does anybody know if it is possible to create a new human Animation set? in LE i can only find the
Human Anim Override which only effects walk animations and the Loiters that handle idle
animations but what if i want to add a new standing animation jump animations etc.?

Subject: Re: Human Anims
Posted by Spice on Thu, 22 Jul 2010 07:45:28 GMT
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I believe you would have to make a whole new skeleton with a whole new animation set, I'm a
little rusty on my knowledge but I think you can create new ones while keeping the old default
skeleton.

It's like.. h_a_a0a1.w3d etc... for the animations related to the s_a_human.w3d skeleton, which
are renegades default. If you wanted to make a new one, make a skeleton named
s_g_skeleton.w3d and name the related animations h_a_g0a1.w3d etc...

Don't quote me on that though.

Subject: Re: Human Anims
Posted by jonwil on Fri, 23 Jul 2010 14:03:29 GMT
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They would be named h_g_xxx not h_a_xxx