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Subject: Custom Skeletons?

Posted by [jlhill17](#) on Mon, 10 Oct 2011 18:41:36 GMT

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Is it possible to make a custom skeleton for Renegade? All of the current skeletons are humanoid, but I want to make one that isn't (a zergling from StarCraft, for example). Is this possible?

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Subject: Re: Custom Skeletons?

Posted by [NACHO-ARG](#) on Mon, 10 Oct 2011 18:54:41 GMT

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dont really know if it is posible to modify bones animations set, but i think you can make a unit move like you want if you made an animation for that and linked it to the skeleton or something and of course you most probably would need to bind the model to the animation and not the bones, though it is just a supposition, hope someone can bring more light to the subject as it is an interesting question.

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Subject: Re: Custom Skeletons?

Posted by [danpaul88](#) on Mon, 10 Oct 2011 19:01:15 GMT

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I have done it before, its incredibly hard work, you need to create upwards of 100 different animations... but it \*is\* possible with enough perseverance.

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Subject: Re: Custom Skeletons?

Posted by [kamuixmod](#) on Mon, 10 Oct 2011 19:15:34 GMT

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ah, would be nice to have some dogs or zombies

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Subject: Re: Custom Skeletons?

Posted by [Canadacdn](#) on Tue, 11 Oct 2011 01:22:48 GMT

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You can do it, if you really want to. But creating an entire set of decent animations without a motion-capture suit is a serious pain in the ass.

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Subject: Re: Custom Skeletons?

Posted by [Jerad2142](#) on Wed, 12 Oct 2011 05:43:25 GMT

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Oh, it's not that bad, you've got walks, crouches, runs, jumps, and then 6 different weapon poses for each of those, then you have idles. But for animals it's a lot easier since they don't have different weapon poses.

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Subject: Re: Custom Skeletons?  
Posted by [jlhill17](#) on Fri, 14 Oct 2011 18:26:29 GMT  
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Does the game look for specific names for each animation, or can I just specify them in LevelEdit?

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Subject: Re: Custom Skeletons?  
Posted by [danpaul88](#) on Fri, 14 Oct 2011 21:23:31 GMT  
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The names are based on the character you use for the skeleton model and follow a specific format. I used to have a document with them all listed but I lost it years ago. Just look in always.dat at the A skeleton and you will see them, but not all of them are necessary.

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Subject: Re: Custom Skeletons?  
Posted by [kamuixmod](#) on Fri, 14 Oct 2011 22:52:35 GMT  
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i think there is a humanoid skeleton already and that would be the chicken?

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Subject: Re: Custom Skeletons?  
Posted by [Jerad2142](#) on Sat, 15 Oct 2011 00:38:09 GMT  
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To see what each animation is just go into leveleditor and edit vehicle transition animations, click play and let them loop though, that's how I figured out what each animation was for and then replaced them accordingly.

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Subject: Re: Custom Skeletons?  
Posted by [jlhill17](#) on Mon, 17 Oct 2011 17:07:09 GMT  
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I'll try that. Thanks for the tip.

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