Subject: Re: Animation names
Posted by Dealman on Fri, 21 Dec 2007 18:05:52 GMT

So I take my model fix names of all body parts. Then I export it under the name s_a_human. Then I open the model back up, make a running animation then save it and in export settings I select to use s_a_human as the skeleton.

But what name should the file I'm exporting now be called? s_a_human_run? Or something like that?

Thanks for your help.