
Subject: Re: {Help}Mechs in Renegade

Posted by [Jerad2142](#) on Wed, 02 Jan 2008 22:05:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

CMDBob wrote on Tue, 25 December 2007 11:39Right I did that, got the script attached... and the animations don't work. I exported all 3 models as Hierarchical Animated Models, and made the two animation models have the main model as the skeleton. Did I do it right?
Try not linking the animations (you do have the Reborn_IsMech script attached right?)
