Subject: Re: boning a character
Posted by shippo on Tue, 22 Sep 2009 23:02:35 GMT
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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_l0.w3d
c_nod_seacptn_l1.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
1) test.JPG, downloaded 414 times