



Sniper's Paradise

Who Loves You Baby!!!

Sniper's Paradise!

Skeletal animation is a technique in computer animation in which a character is represented in two parts: a surface representation used to draw the character (called skin or mesh) and a hierarchical set of interconnected bones (called the skeleton or rig) used to animate (pose and keyframe) the mesh.

Note: Only works in 227 and Unreal Tournament

Extended Skeletal Animation Support

Features:

- * returns bone details (position, orientation, etc)
- * returns whenever bone exists or not
- * returns number of bones
- * returns bone name by index
- * implements AttachToBone function

download: [RSkeletalMeshEx.zip](#)

ReadMe @ wiki: <http://wiki.beyondunreal.com/UE1:RSkeletalMeshEx>



Back To Top

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