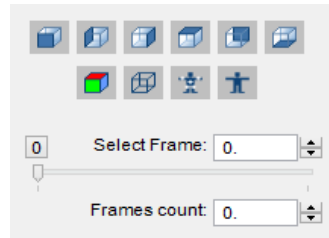
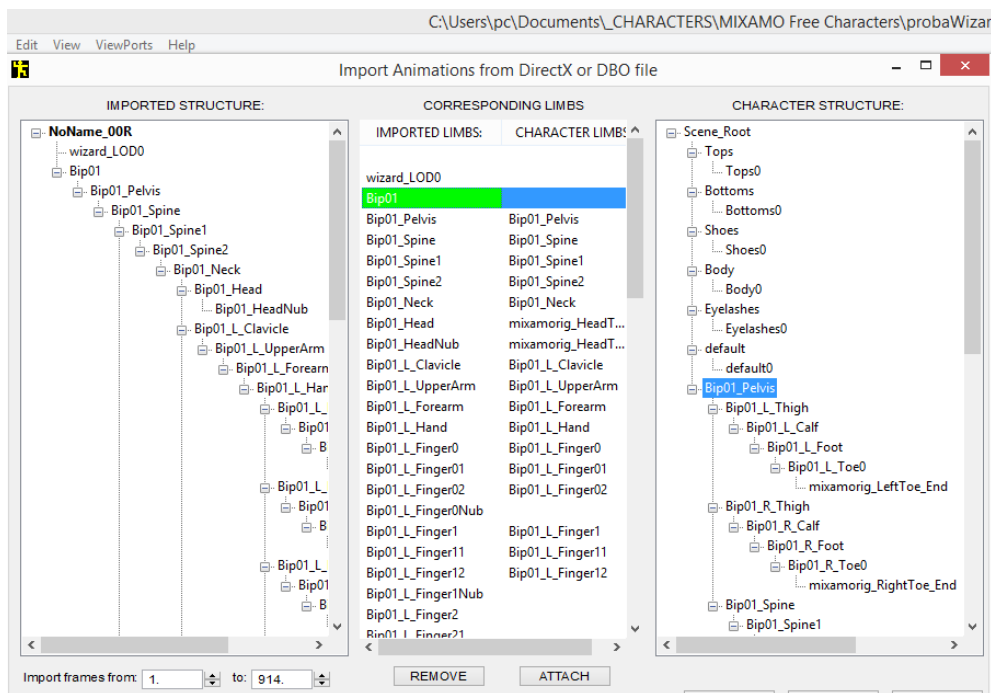


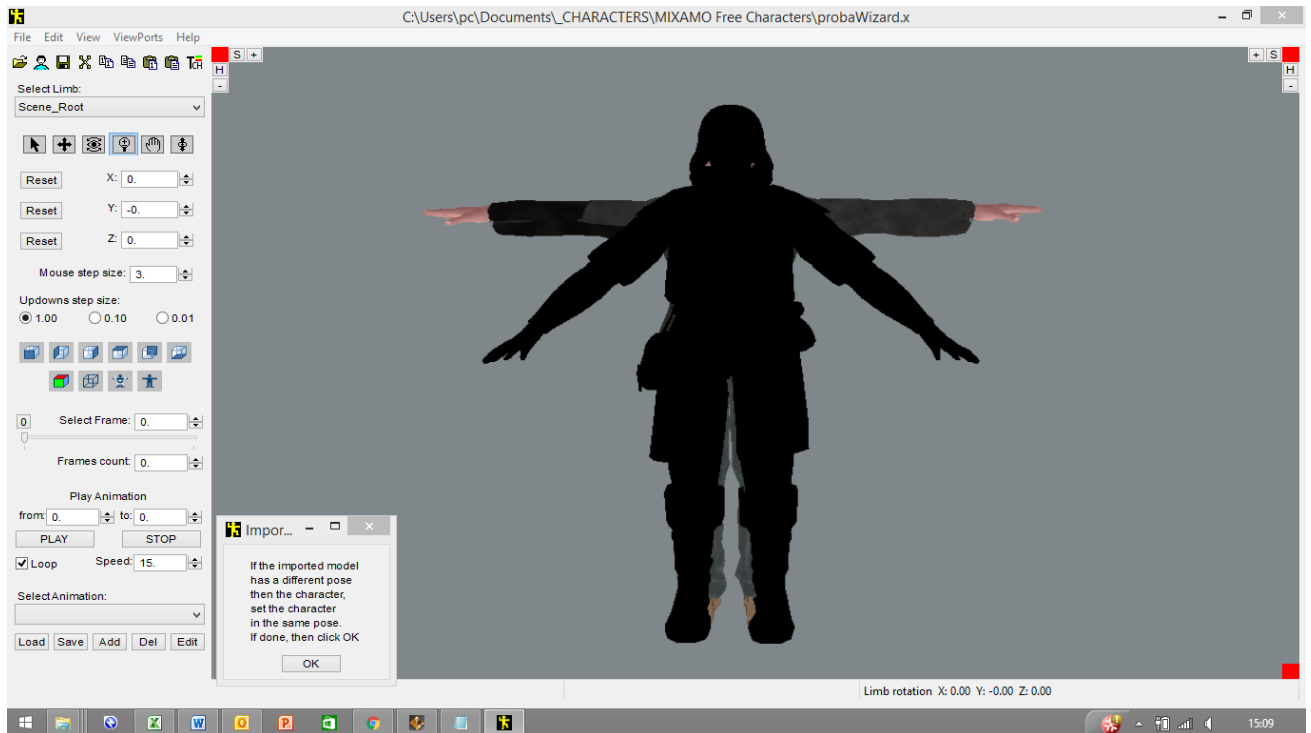
1. Open and save the file 'wizard.X' in Mender and MView.
2. Open FBX2GG and load FBX character. From menu choose Edit / Prepare skeleton for FBX animations, if done choose File / Save as DirectX.
3. Open Animer and load your .X character.
 Select limb FIRESHOT and rename it to e.g 'old_FS'. (Menu / Edit / Rename selected limb).
 Select limb 'Bip01_R_Hand' and choose 'Add Firespot' from Menu / Edit.
 RotX: -80, RotY: 2, RotZ: -57, PosX: -4.1, PosY: -1.1, PosZ: -0.1
 Set frames count to 0.



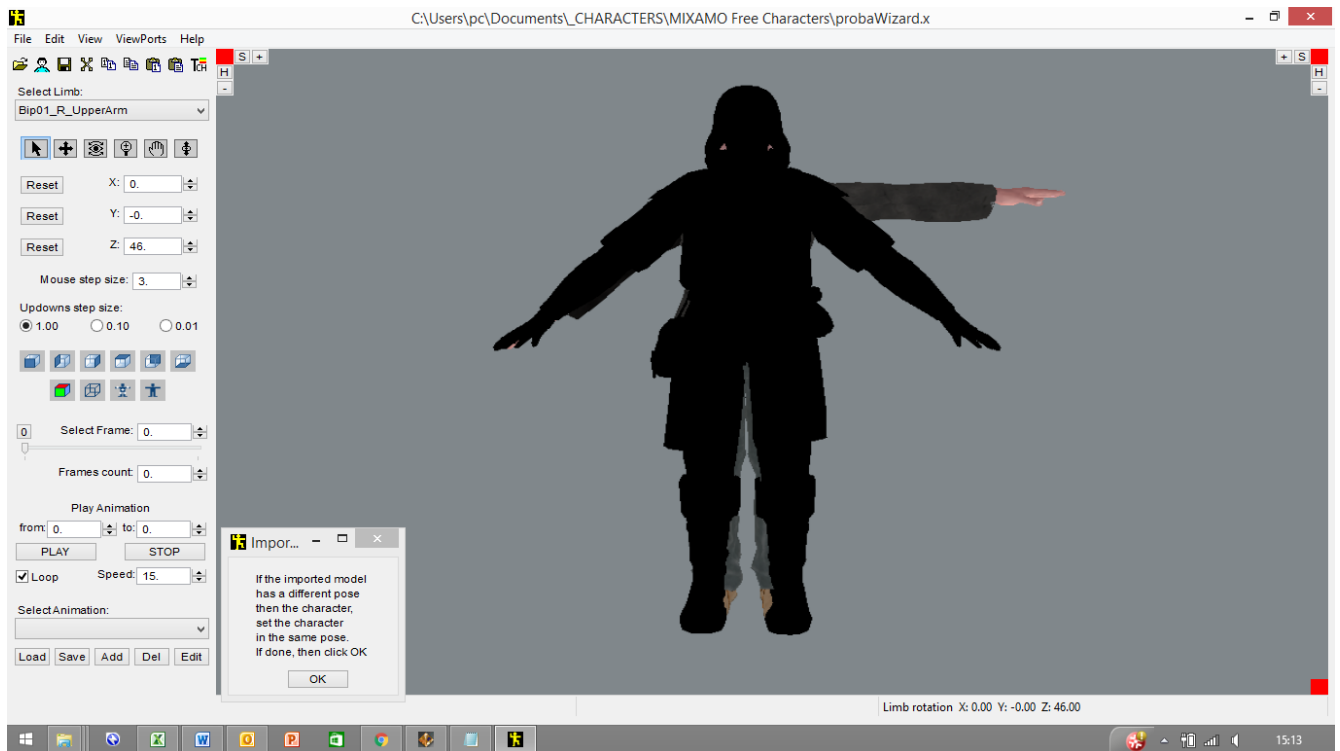
4. From Menu choose File / Import Animations from DirectX or DBO File. Choose 'wizard.X' converted by Mender and MView. You can see dialog window.
5. In IMPORTED LIMBS select 'Bip01', in CHARACTER STRUCTURE select 'Bip01_Pelvis' and click button ATTACH.



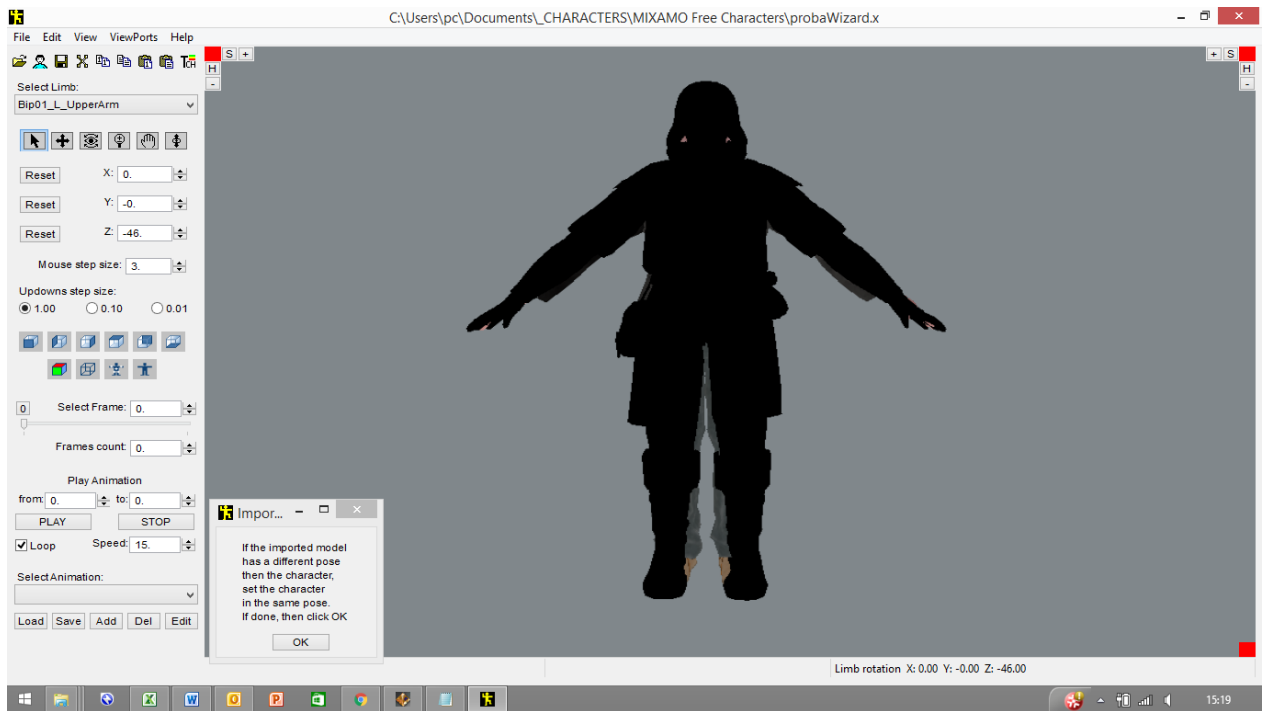
7. Click OK and you can see:



8. Select limb 'Bip01_R_UpperArm' and rotate it 46 degrees by Z axis.



9. Select limb 'Bip01_L_UpperArm' and rotate it -46 degrees by Z axis.



10. Click OK button in dialog window. Animations are imported and you can export character as DirectX.