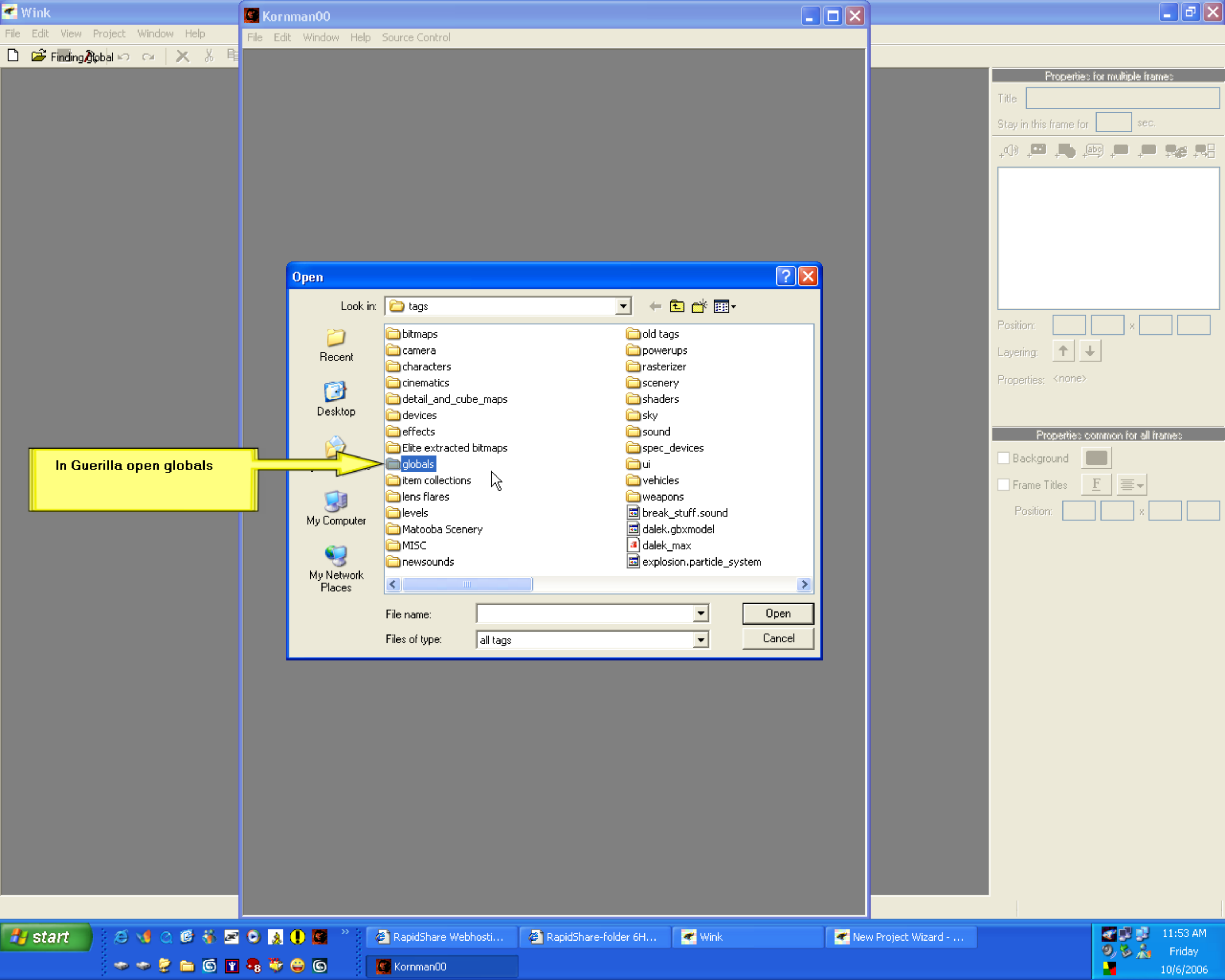
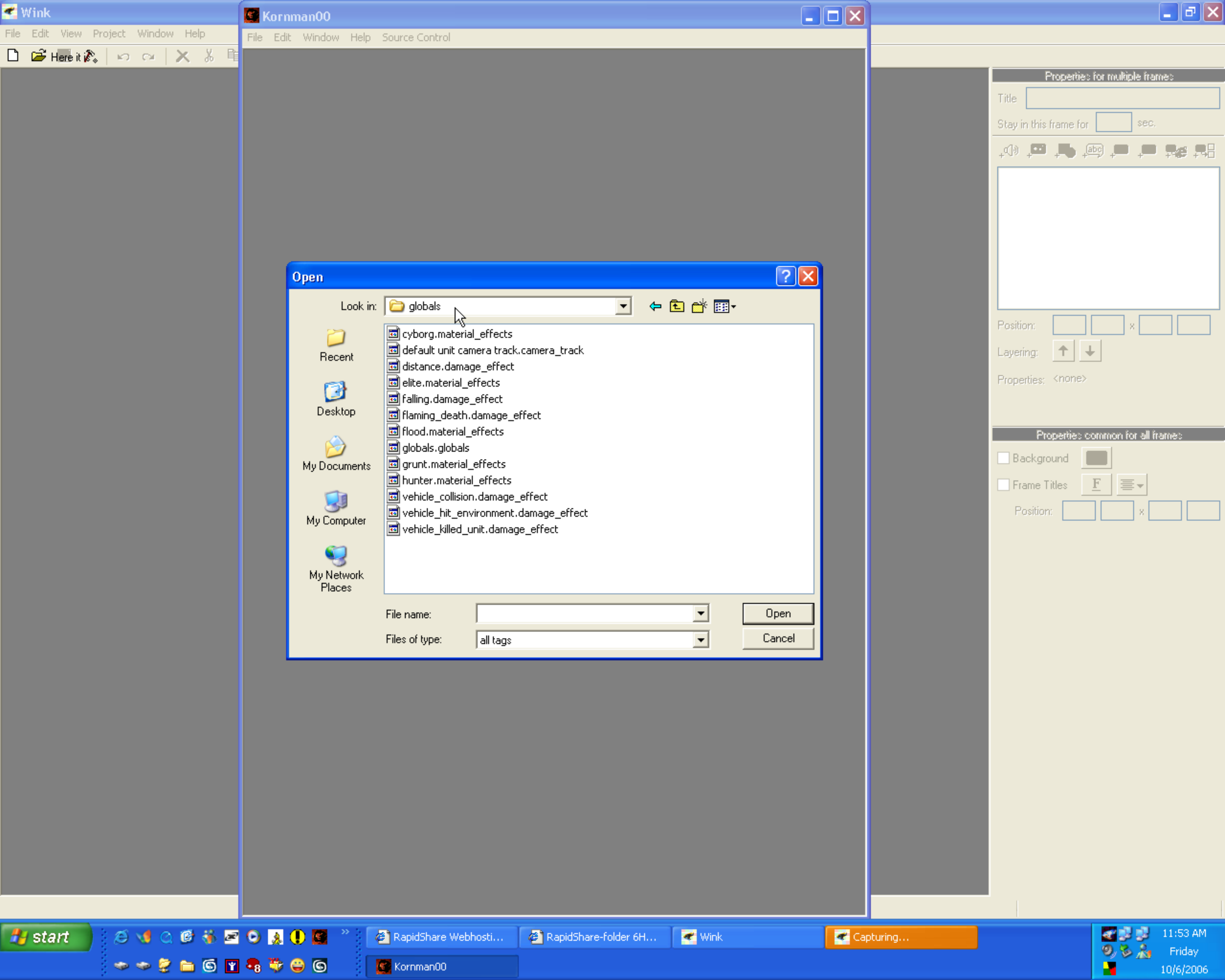
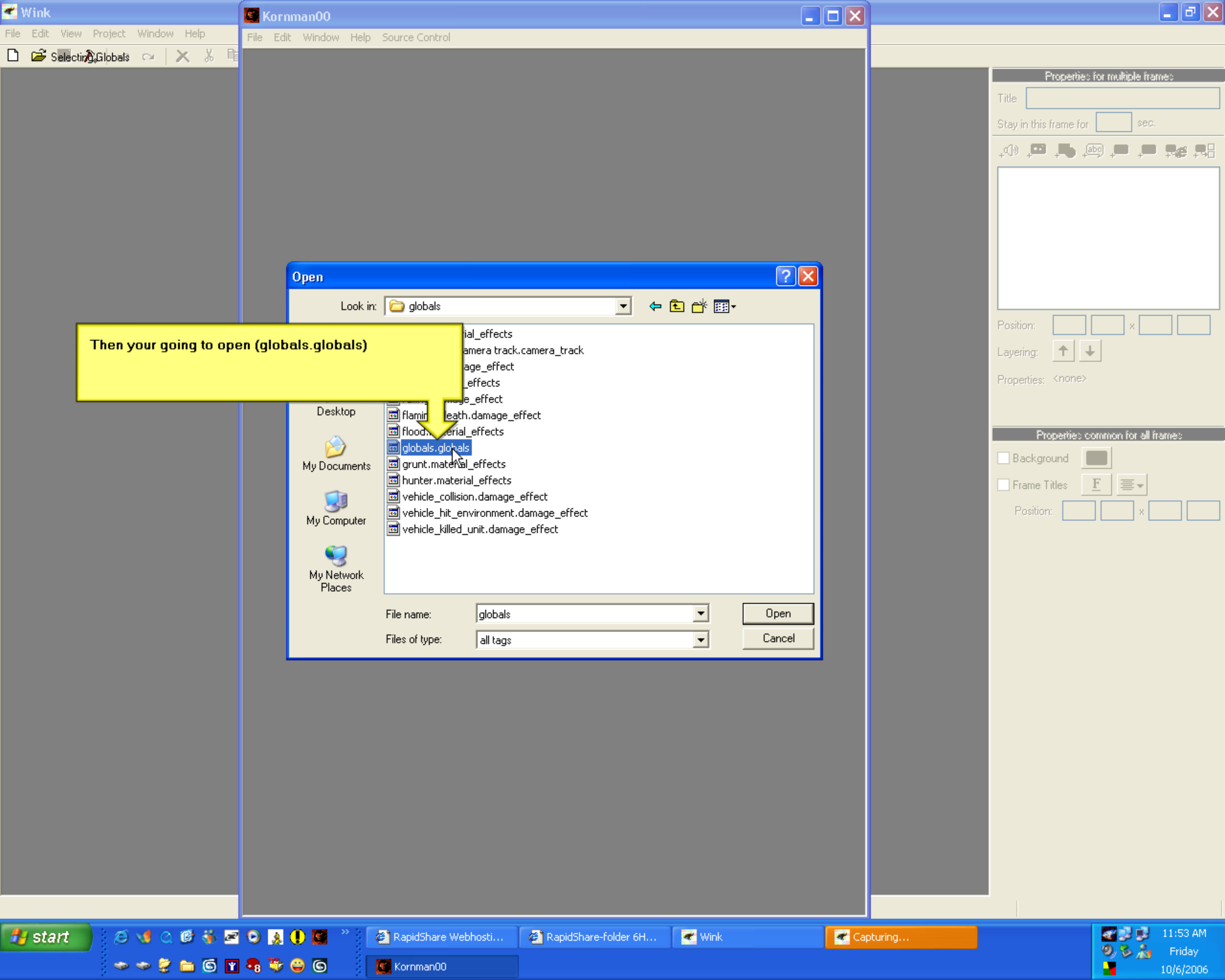


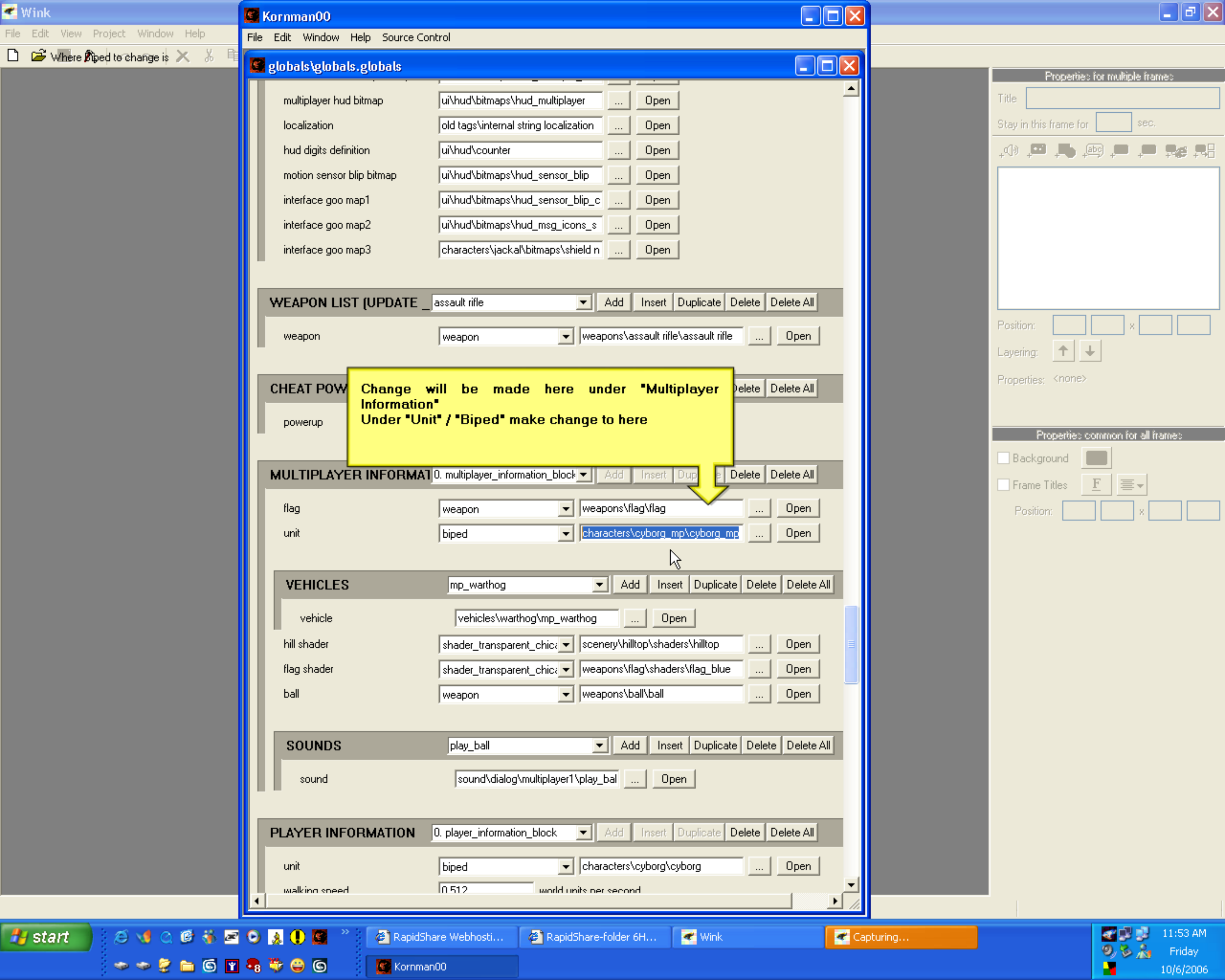


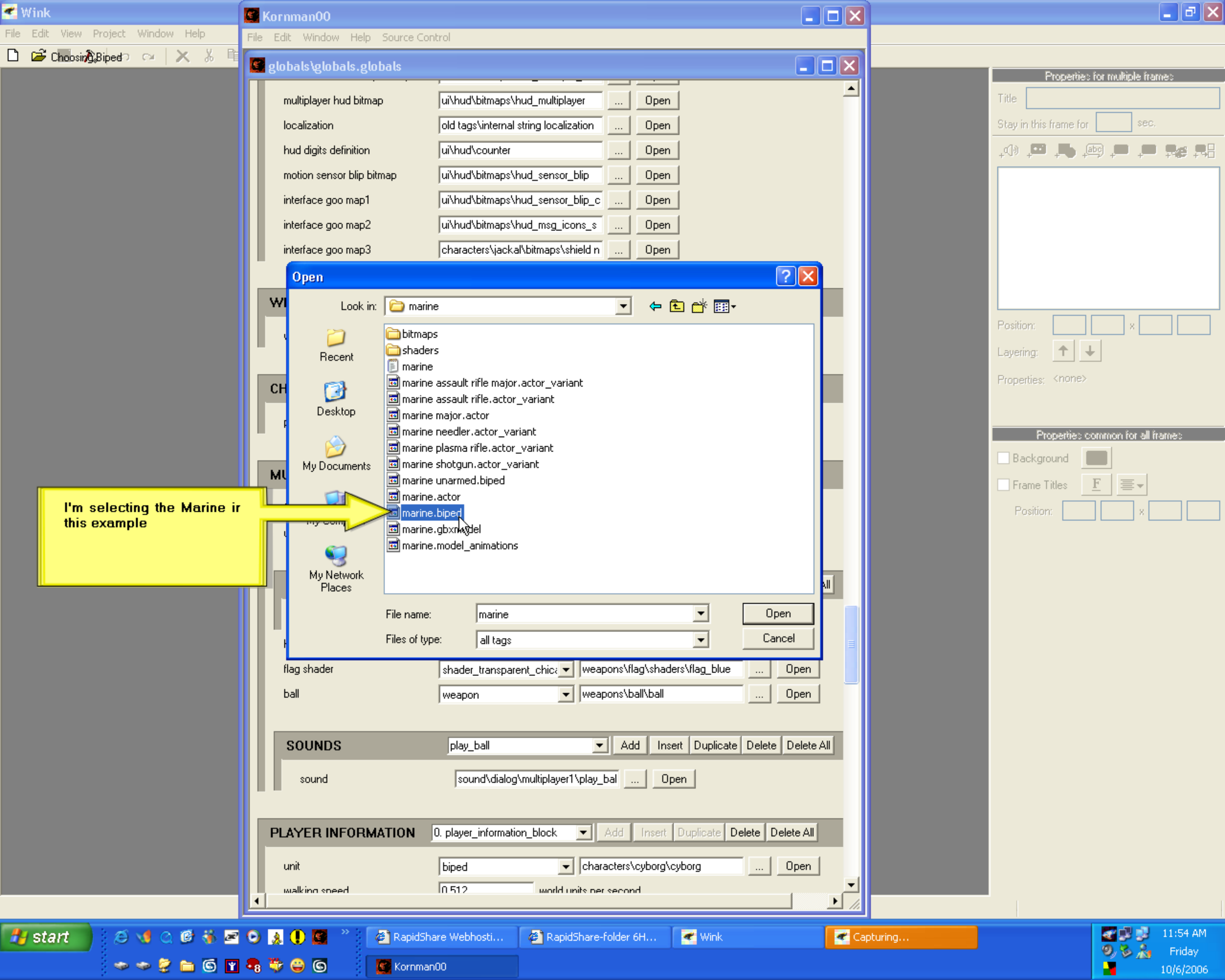
In Guerilla open globals



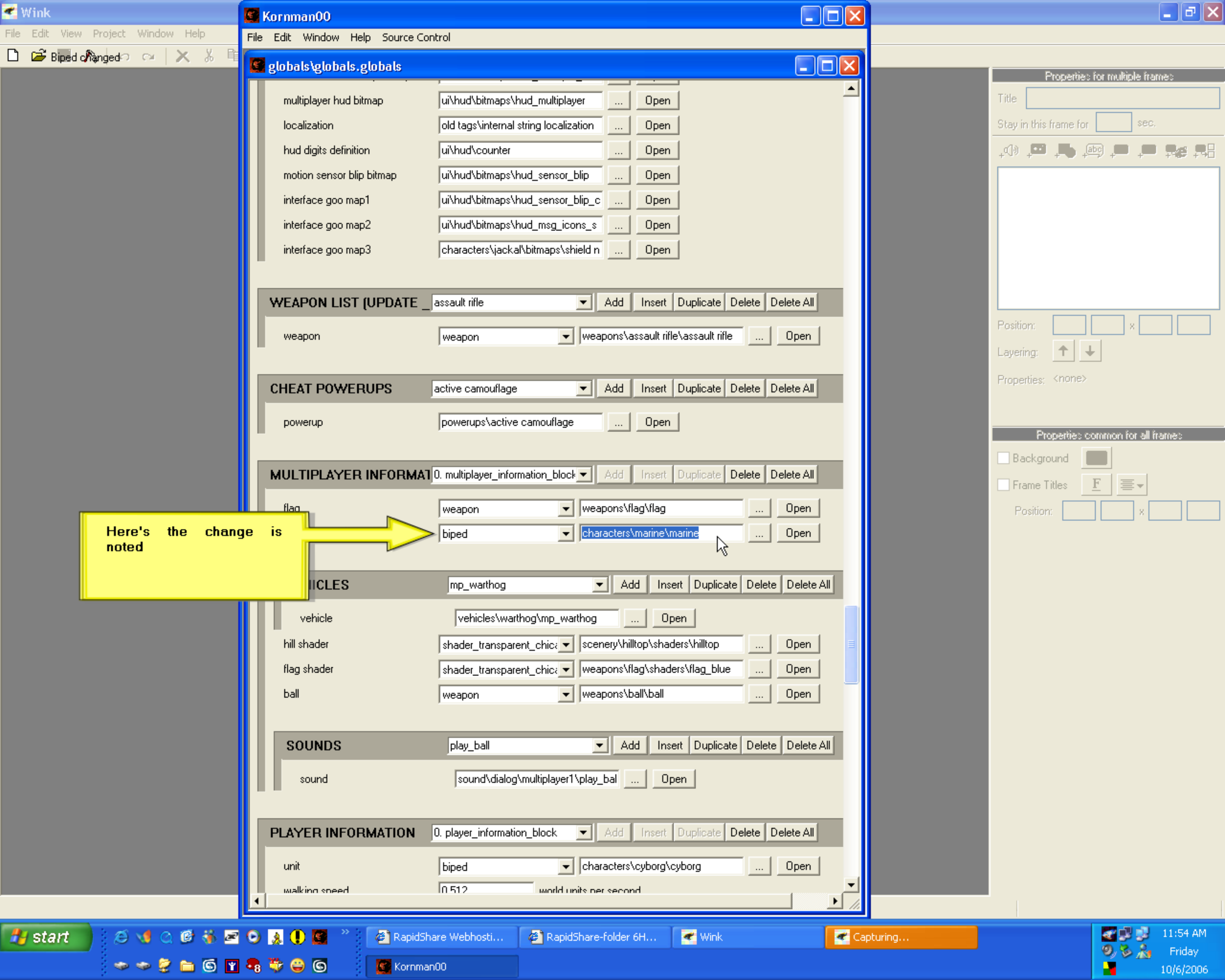


Then your going to open (globals.globals)





I'm selecting the Marine in this example



multiplayer hud bitmap	ui\hud\bitmaps\hud_multiplayer	...	Open
localization	old tags\internal string localization	...	Open
hud digits definition	ui\hud\counter	...	Open
motion sensor blip bitmap	ui\hud\bitmaps\hud_sensor_blip	...	Open
interface goo map1	ui\hud\bitmaps\hud_sensor_blip_c	...	Open
interface goo map2	ui\hud\bitmaps\hud_msg_icons_s	...	Open
interface goo map3	characters\jackal\bitmaps\shield n	...	Open

WEAPON LIST (UPDATE assault rifle) Add Insert Duplicate Delete Delete All

weapon weapon weapons\assault rifle\assault rifle ... Open

CHEAT POWERUPS active camouflage Add Insert Duplicate Delete Delete All

powerup powerups\active camouflage ... Open

MULTIPLAYER INFORMATION 0. multiplayer_information_block Add Insert Duplicate Delete Delete All

flag weapon weapons\flag\flag ... Open
biped characters\marine\marine ... Open

VEHICLES mp_warthog Add Insert Duplicate Delete Delete All

vehicle vehicles\warthog\mp_warthog ... Open
hill shader shader_transparent_chic scenery\hilltop\shaders\hilltop ... Open
flag shader shader_transparent_chic weapons\flag\shaders\flag_blue ... Open
ball weapon weapons\ball\ball ... Open

SOUNDS play_ball Add Insert Duplicate Delete Delete All

sound sound\dialog\multiplayer1\play_bal ... Open

PLAYER INFORMATION 0. player_information_block Add Insert Duplicate Delete Delete All

unit biped characters\cyborg\cyborg ... Open
walking speed 0.512 world units per second

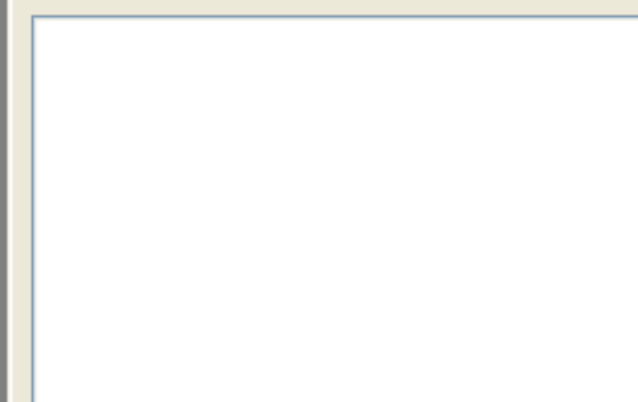
Here's the change is noted

Properties for multiple frames

Title

Stay in this frame for sec.

+ + + + + + + +



Position: x

Layering: up down

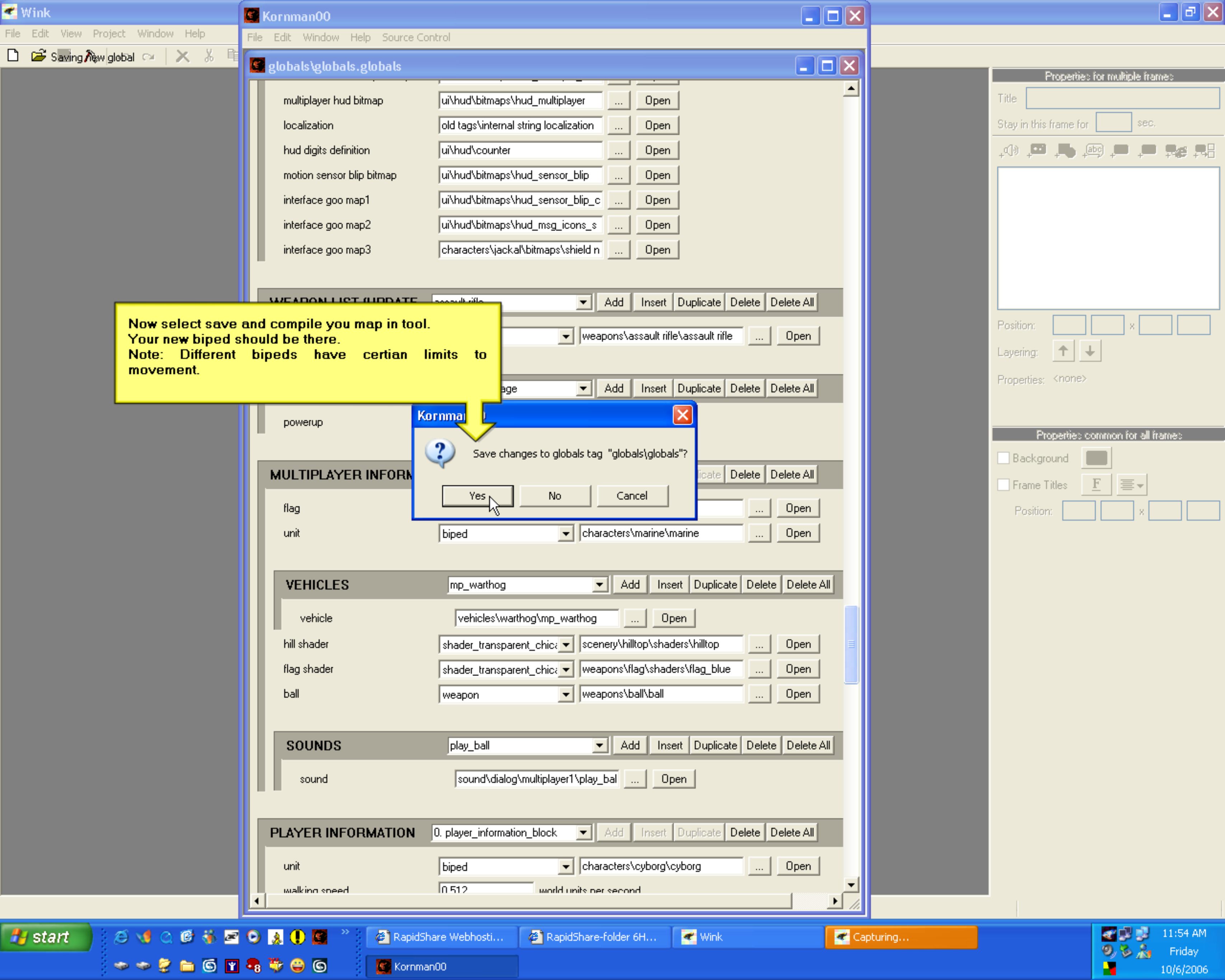
Properties: <none>

Properties common for all frames

Background

Frame Titles F

Position: x



Now select save and compile you map in tool.
Your new biped should be there.
Note: Different bipeds have certian limits to movement.

Kornman00

Save changes to globals tag "globals\globals"?

Yes No Cancel