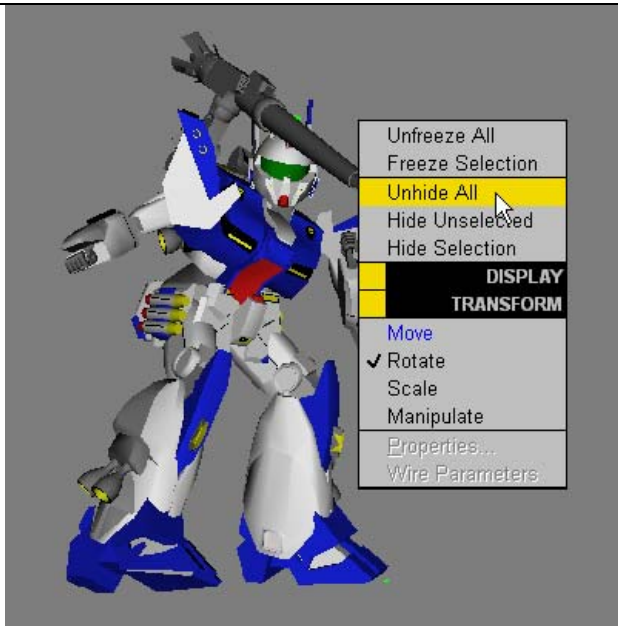
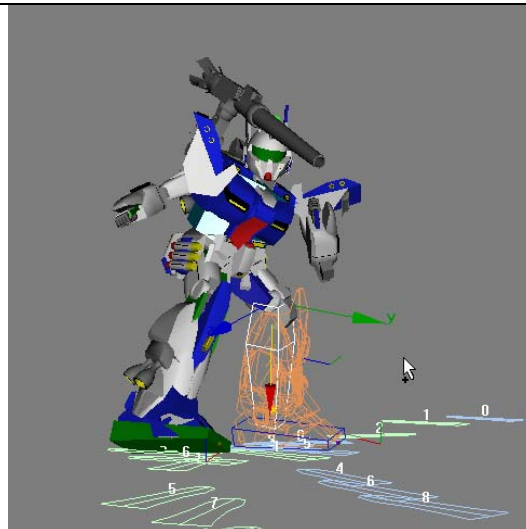


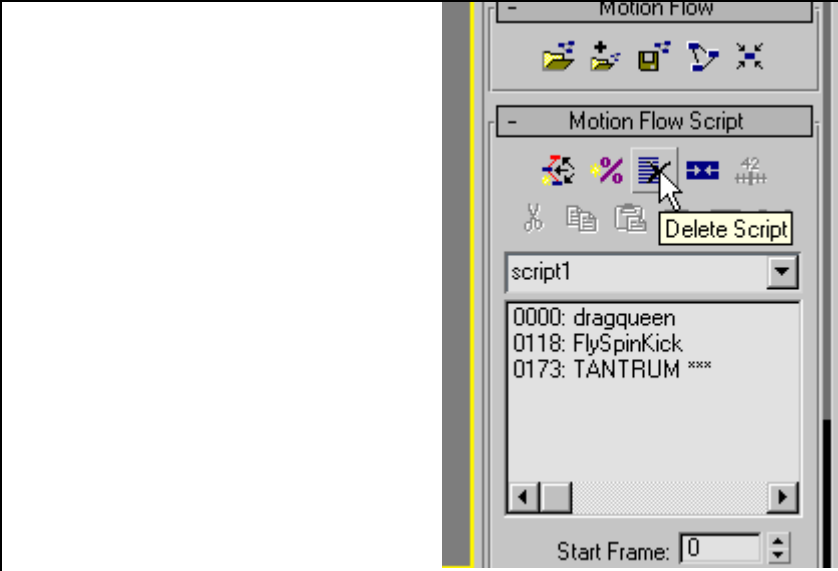
Open your Character1 file from the last lesson



Right click in the active window and pick Unhide All

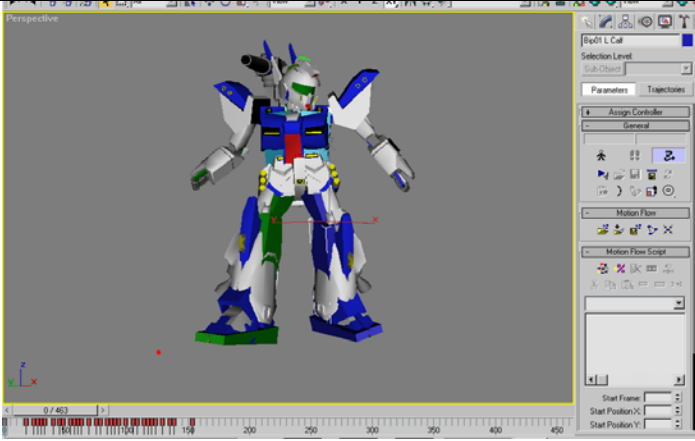


We now have the biped and mesh. Select a single part of the biped such as the head or leg so that we can edit its motion

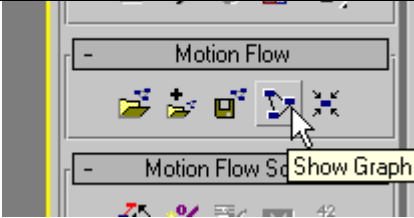


Select the motion tab in the Command Panel.

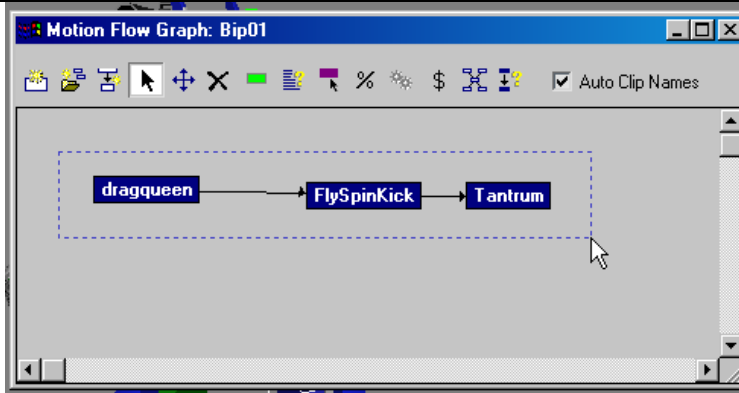
There are a few ways that we can edit a previously created Motion Flow Script. The easiest way is to select the Delete Script key



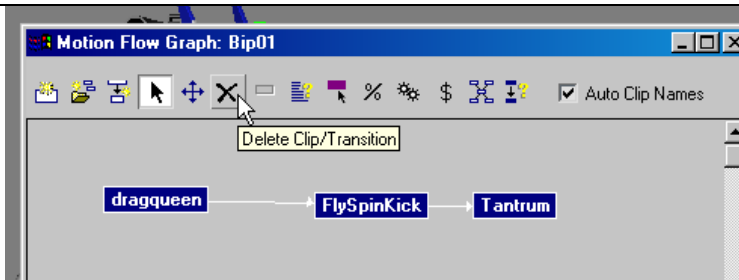
The biped/mesh will remain its last position until anew script is defined



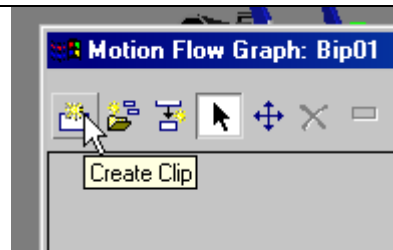
Click on the Show Graph icon



Even though we deleted the script, the bip files will still remain in the Motion Flow Graph. Left click and drag a selection box around the three clips....

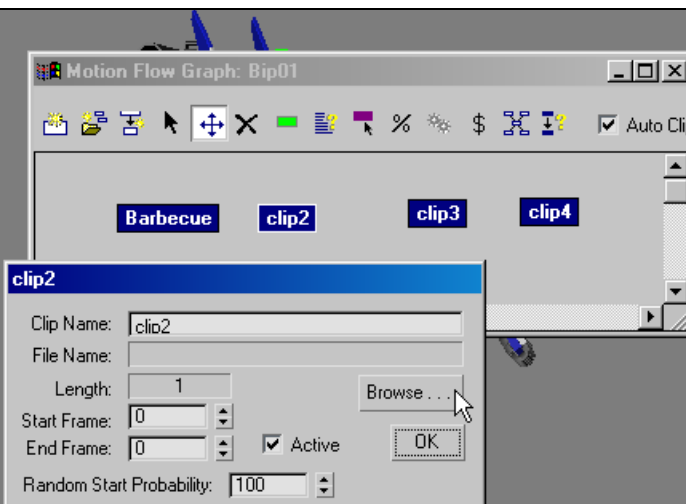


...then click on the DeleteClip/Transition icon

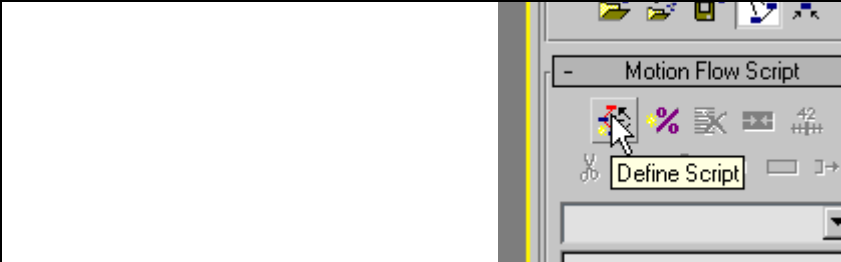


Now we can repeat the creation process to define a new script.

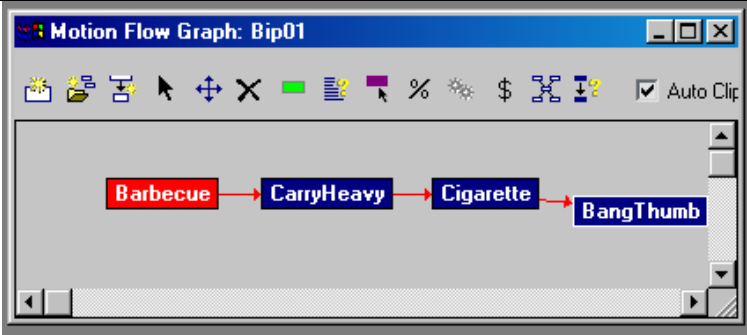
Click on Create new clip and click in the graph window to create clips



Right click on each individual clip to load the bip files



Click on the Define Script icon



Click on the clips in the order that you want them to run



Save the new script that you created