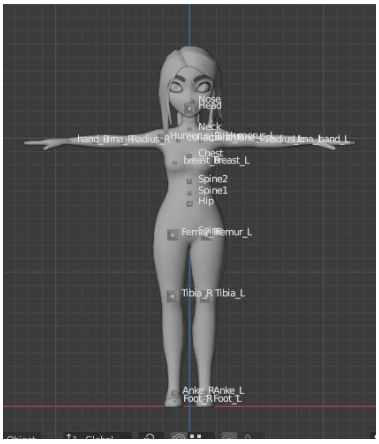
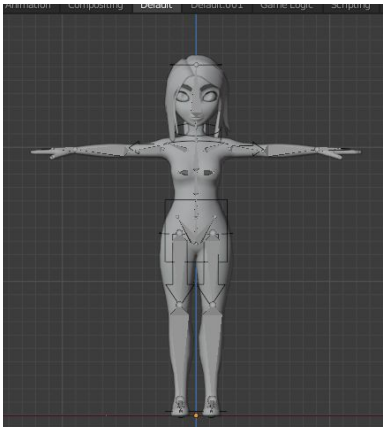
You need 2 models with 2 different armatures and weight groups.

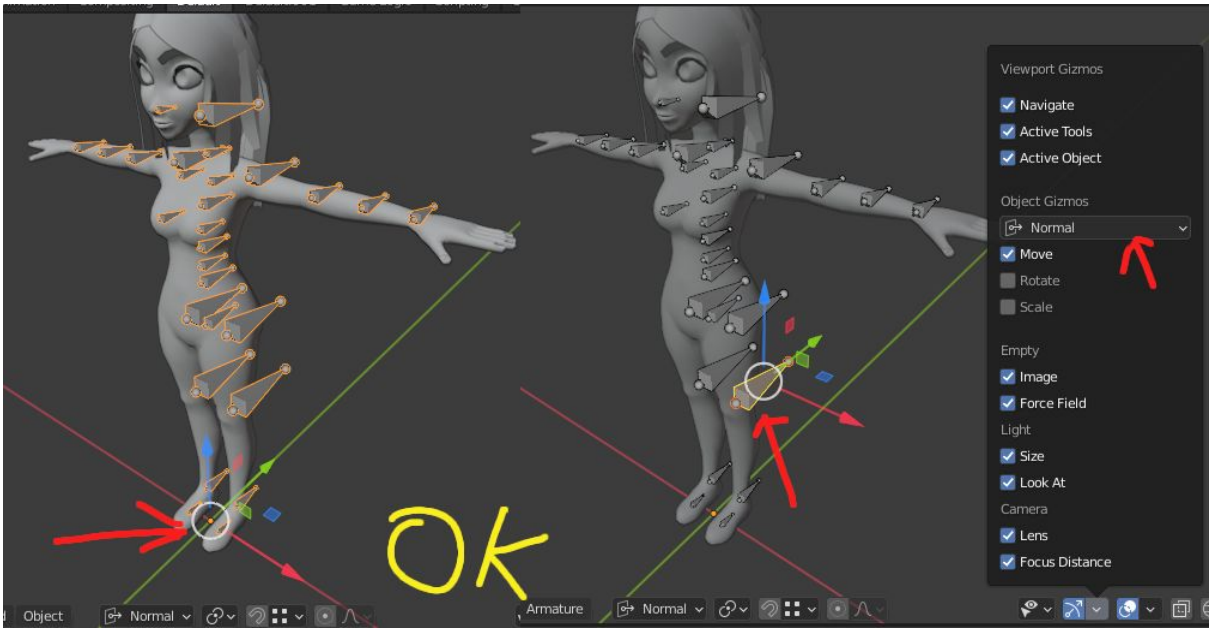
Model with Armature for edit we call him **Edit Mesh**

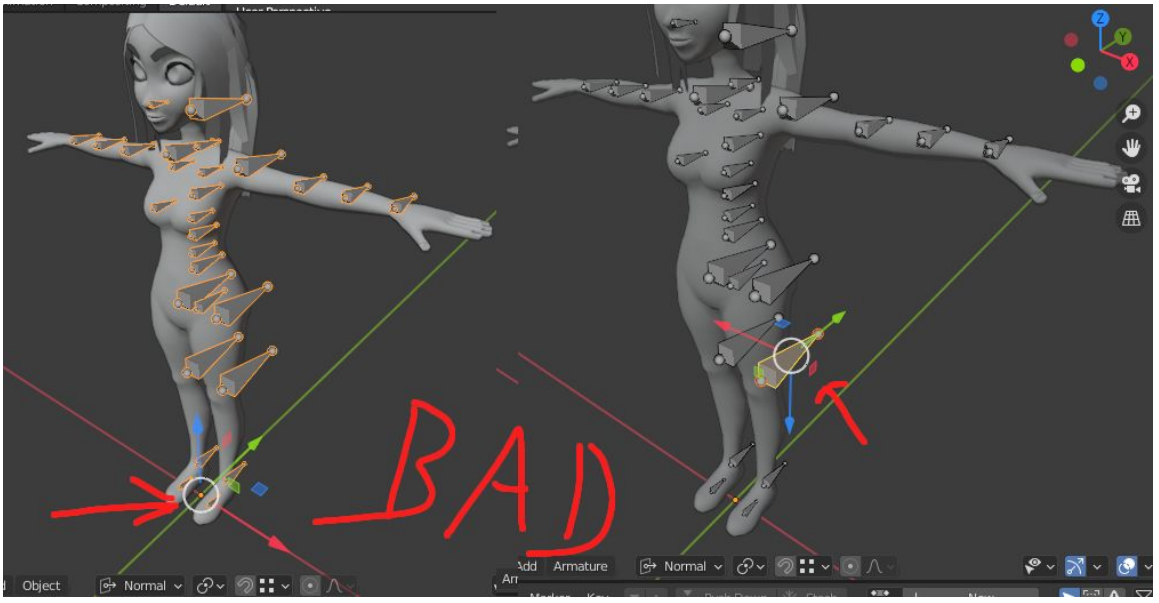


Model with Armature for animation we call him **Animated Mesh**

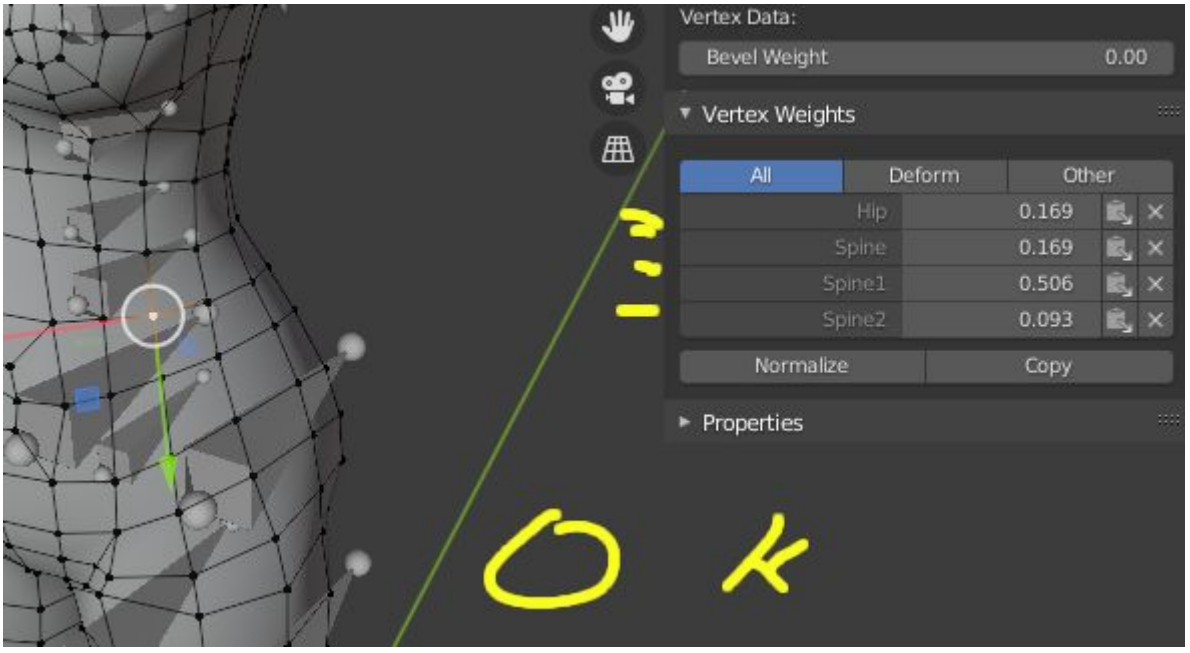


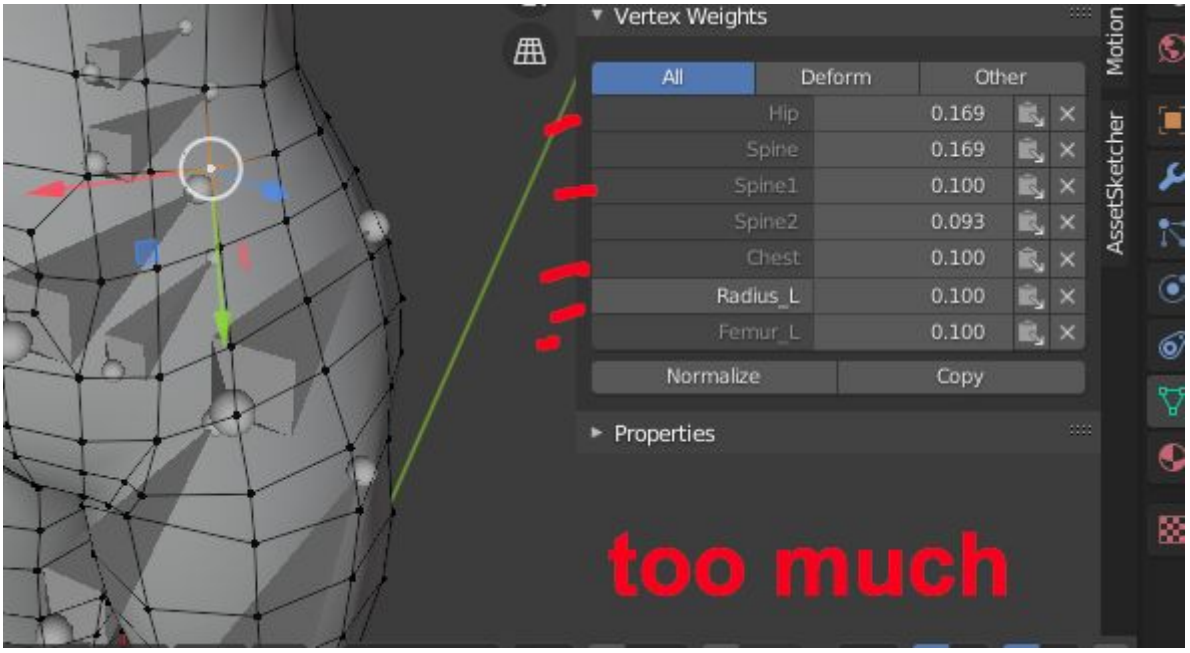
In **Edit Mesh** all bones (in edit mode) should have the same pivot orientation as armature in object mode



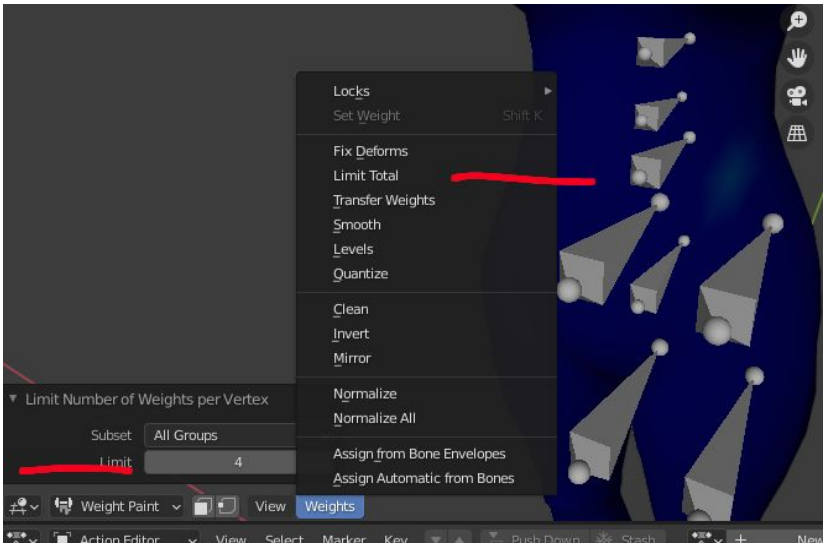


for Gles 2.0 one vertex can hold only 4 weight groups (for **edit mesh** and **animated mesh**)

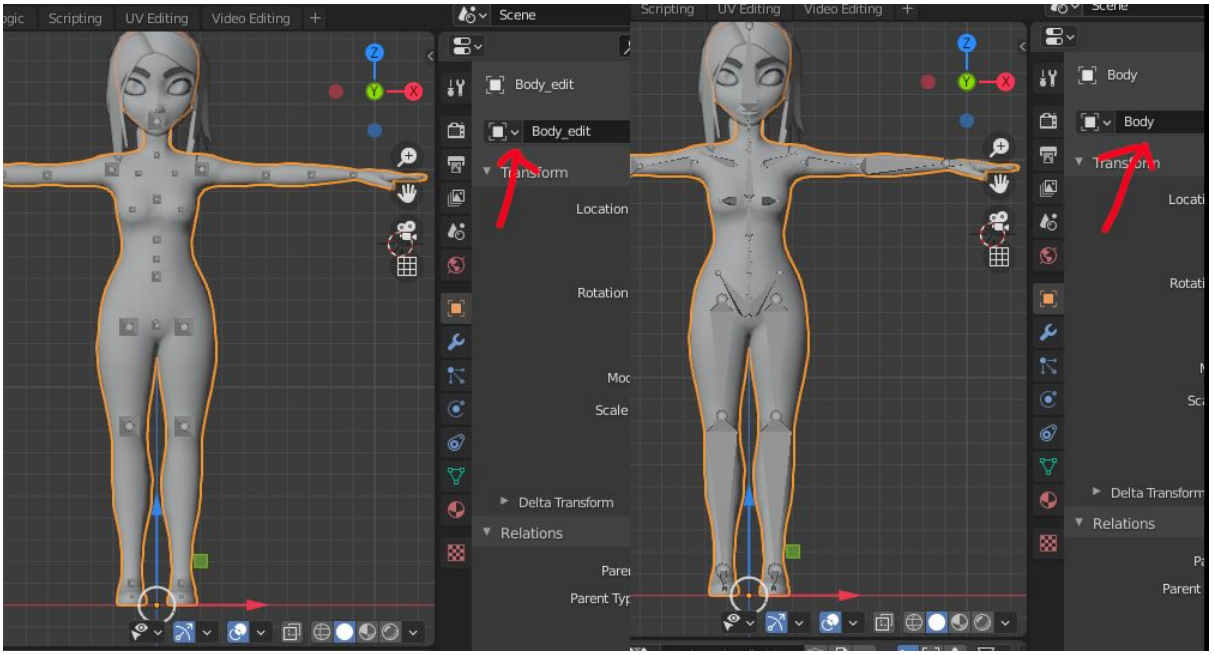




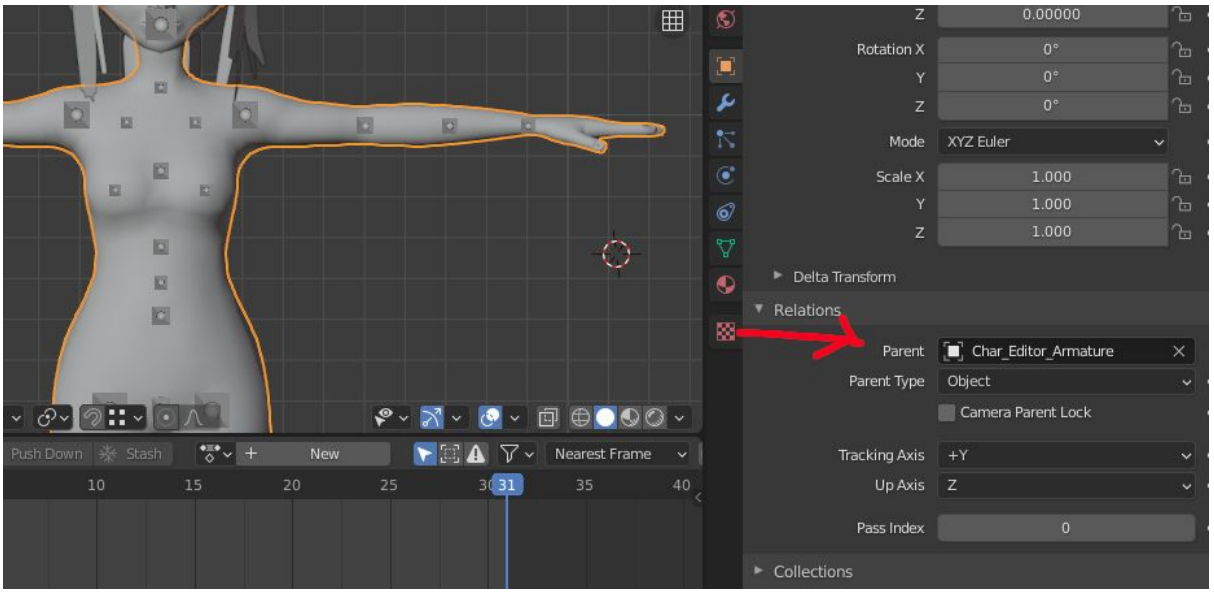
to fix this go to weight mode select weights -> limit total and set to 4



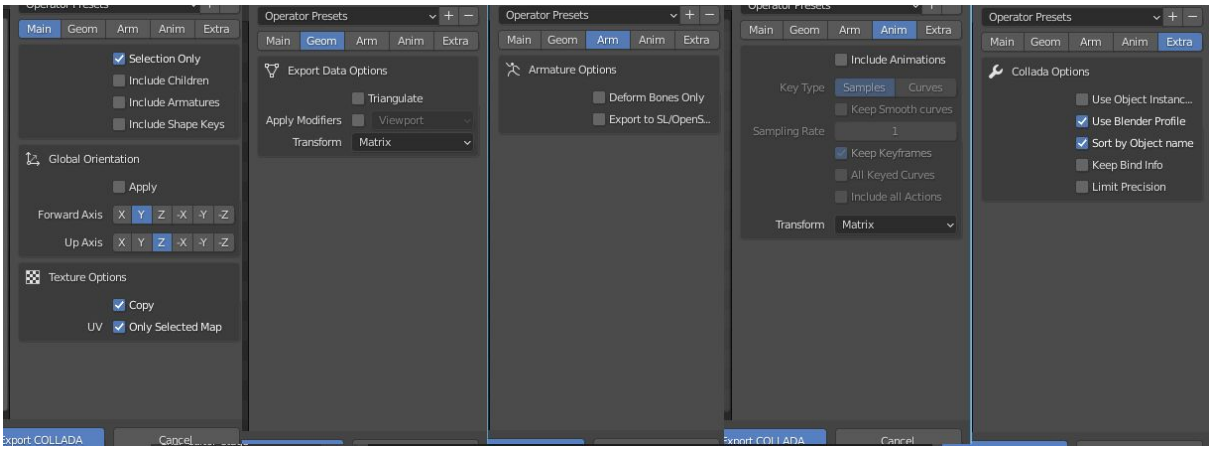
Edit Mesh should have at the end of the mesh “_edit” **Animated Mesh** dont have this



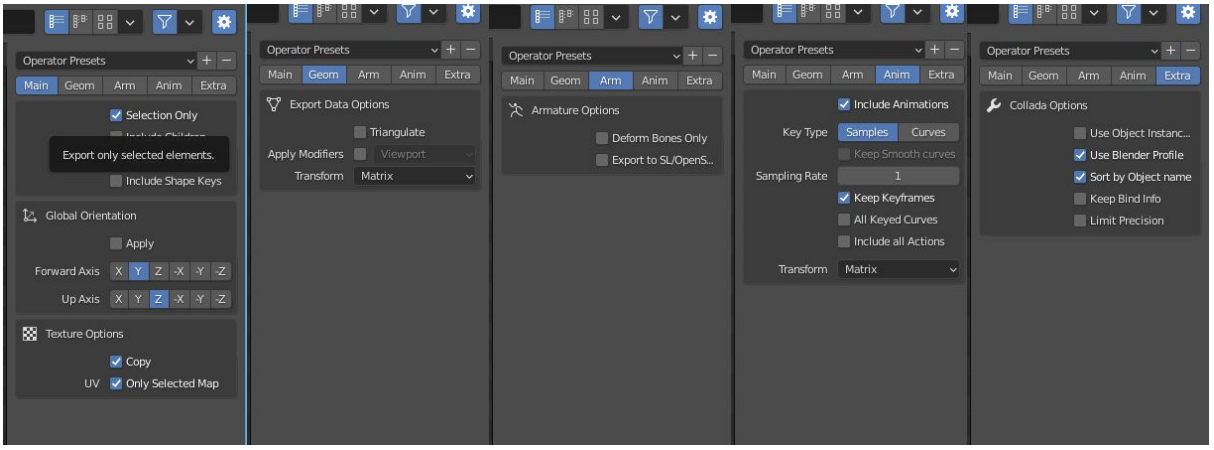
And remember thad meshes should be parent to armature



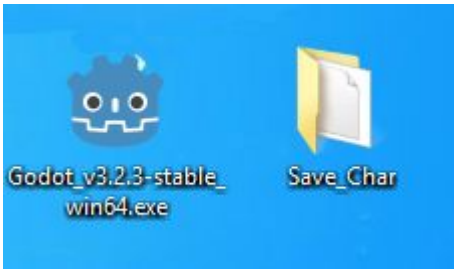
To export models to godot i use collada exporter those are my setting for **Edit mesh**



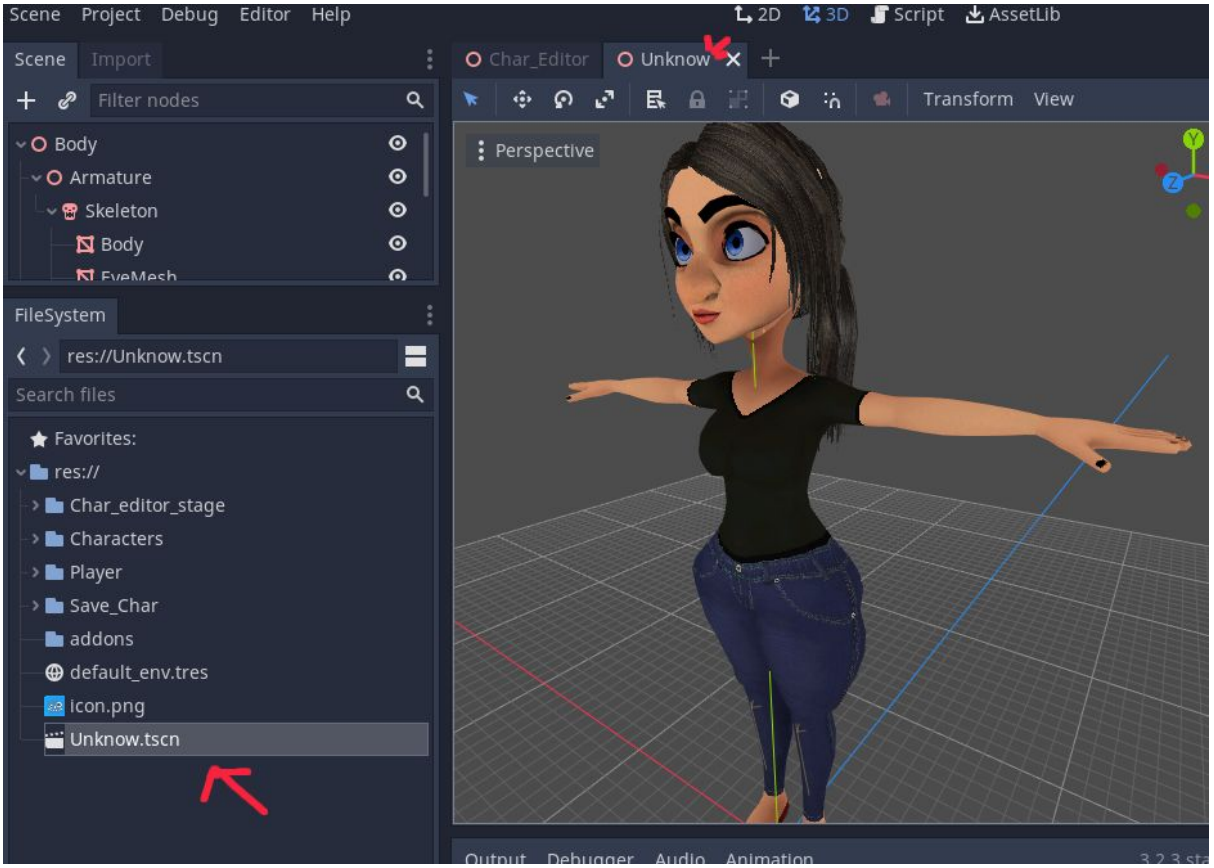
and those for **Animated mesh**



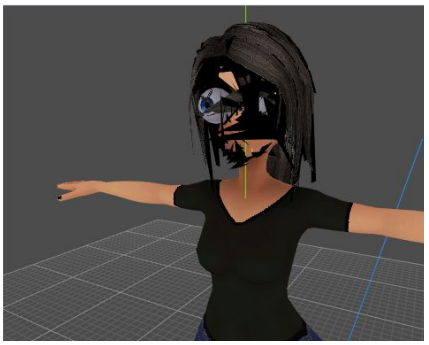
When you export characters to Godot and save it as .tscn run the scene and save edited models toy see thad godot create folder nearby the godot.exe file called Save_Char



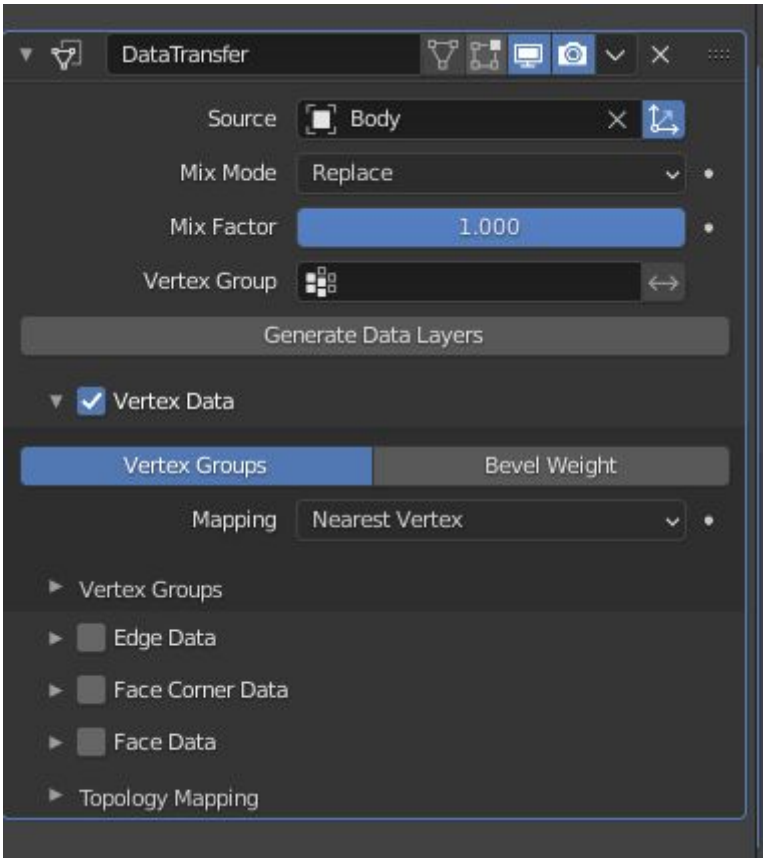
Inside this folder there are you character saved as Unknow.tscn you can put this in you project and see it is ok.



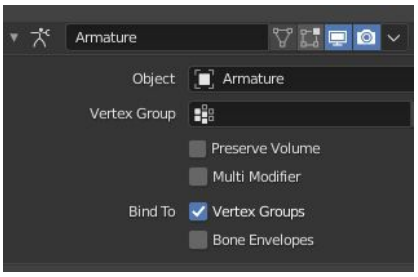
When you see something like this that means **vertex order** are incorrect for this mesh



to fix this select mesh from **Edit Mesh(**in this case Head_edit**)** duplicate-> remove all vertex group -> remove armature modifier -> add DataTransfer modifier -> as source set mesh from **Animated Mesh(**Head**) ->** check Vertex Data -> Vertex group click Generate Data Layers -> Apply modifier



Add armature Modifier as object select armature that used **Animated mesh**



Delete mesh from Animated mesh(Head) that have incorrect vertex order and rename new mesh to previous name of the **Animated Mesh(**Head_edit.001 -> Head**)**