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Subject: Exporting animation?

Posted by [Anonymous](#) on Tue, 28 Jan 2003 06:09:00 GMT

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I'm not sure what exactly your asking - but - export your animation as a h.a.m. - and it should play when triggered (depending how you have it set up)you would animate all the things you want in renx - landing gear, doors, etc....Simalar to the Nod C-130 coming in.good idea - the pt zones will be a bear to make follow the lander.I'm not even sure you can do that - if so -- new to me.. (but i'm learning new stuff everyday.)

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