
Subject: looking for gmax files...

Posted by [Anonymous](#) on Sun, 05 Jan 2003 20:02:00 GMT

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Also.....i havent got the animations down yet.....so if the mesh is animated it wont be after everything i have to do to it to get all the bones and each LOD group extracted and regrouped.I havent even attempted work that out and i probably wont either.I was more concerned with vehicles and some building agregates that arent animated within the model anyway.....most of these models i am exporting are not animated.....per say.The animations are done by separate animation file that just animates a models bones by whatever their name is and where they are placed in the models hirearchy.as far as i am concerned.....the pure animation files and animated building agregates really dont have a use outside of what they were designed for.i would rather create my own animations for my own buildings or special characters in a mod anyway.Eric.
