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Subject: Animation won't export

Posted by [Anonymous](#) on Tue, 19 Nov 2002 12:10:00 GMT

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I'm making a door animation for my war factory but it won't export the frames to W3d. When I open up the file in W3d viewer and click on the animation part, it just sits there, doing nothing, while the frame counter below runs through all the frames. I moved Vertices to make the animation, is this going to be a problem? Also the mesh is separated into 3 elements. I tried renaming, but that had one effect. (I did have duplicate names.) I even went back to an earlier version of the door when it was one whole mesh and made a 3 frame animation on it to see if it would export, and even that didn't work. This is annoying me! It seems everything should work...Triforce

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