Subject: simple
Posted by Anonymous on Fri, 04 Oct 2002 13:44:00 GMT
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ModelName == mn_deafwaspheli.w3dExport in RenX as Heirarchy Animated Model (HAM)With X number amount of frames with keys. So if you animated 10 frames then you could set your frame end to 10.In Commando you enter in the animation box:ModelName(minus .w3d tag).ModelName(minus .w3d tag)So in this example: mn_deafwaspheli.mn_deafwaspheliDoes that help?