
Subject: Elevator problem...

Posted by [Slash0x](#) on Sat, 17 Jul 2004 19:04:50 GMT

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You have to make the animation for the elevator. Place the frames you want the elevator to be on the four places (I cannot remember for the top of my head). Very simple. (And don't forget to put for the animation "name.name"; name you chose without the *.w3d ending)
