
Subject: 3Ds Max>Renx Problem

Posted by [General Havoc](#) on Thu, 15 May 2003 23:05:56 GMT

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I'm gonna see if I can get a camera sequence setup like the one Dante did for the test. It shouldn't be too tricky. We could do with making an animation sequence in the Scud model so that it can be triggered from a cinematic. Something like "scudstorm.launch" maybe, but that can be done after the model has been done and I have a camera working. It should be good though.

_General Havoc
