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Subject: Re: w3d exporter animation

Posted by [Veyrdite](#) on Sun, 24 Jun 2007 08:08:57 GMT

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Check the attached file. I dont know if renegade forums can stream so right-click the link and select save target, then play the file off your computer.

How do you setup camera bones? Do you use the cameras in gmax? how do you move slowly between them? In the W.W. maps in le, they are just there.

With coverspots, do you use the one under editor objects or the one in the main presets tree, also, what does the box thing of a coverspot do compared to the waypath nod when you press ctrl+p?

### File Attachments

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1) [w3d.wmv](#), downloaded 67 times

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