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Subject: Re: How to add multiple animations to one w3d?

Posted by [Veyrdite](#) on Sat, 22 Sep 2007 23:55:34 GMT

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As in the anims are listed under a tree of the w3d model in w3d viewer?

I guess it just has to have the same prefix and mesh names.

EDIT: Imported x5d parachute. All it is is bones that have been space warped to the model. The animation is simply the bones and im guessing they get the para model and export it as hieachy animated wiht the gmax bones scene file they animated.

Would like to test but i can't export more than 1 frame for some reason. Never could

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