
Subject: Need help making a animated mesh c4 explosive
Posted by [Raptor RSF](#) on Thu, 26 Jun 2008 16:34:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

hello everyone!

How do i make an animated mesh (object) for a timed c4?
(w_c4-t.w3d)

I already did, but the animation only plays in the w3d viewuer. The animation does not play in the game.

Anyone know how i can make this possible?

(export options?)
(or is it impossible?)
(How to create animated mesh in an emitter?)
(wwskin isnt animating ingame too
(how can i make an working animated emitter mesh in renx or 3dsmax?)

any ideas would be very apreciated!

Greetz