
Subject: Simple gmax/RenX Animation Question
Posted by [Burn](#) on Mon, 12 Jan 2009 20:20:56 GMT
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OK I'm trying to create an animation that is 20 frames long, and will loop those 20 frames for 7 seconds, and then the animation will continue onto something else. I'm wondering if there's a way I can copy and paste those 20 frames on the timeline?

I have a tunnel that moves to give the illusion that you are moving forward. For performance reasons, I only made the tunnel long enough to fit the train and a little bit more. I'm trying to move the tunnel back and then after 20 frames snap it back to where it was in frame 1 and make it go back to the same place... over and over.

Whenever I try to animate this using brute force (i.e. going to frame 21 and setting the Y position to 1, and then going to frame 41 and setting it to 20) the animation gets really messed up, and the tunnel flies to some place I don't want it to go.

Any help or tutorials out there for animations? Please help! I'm trying to get this cool effect to work! Help is always appreciated!

Burn
