
Subject: Maximum Animation frames

Posted by [Halo38](#) on Mon, 11 Aug 2003 00:21:10 GMT

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Ok, from the top..... (this could help you Infinint (unless i made a mistake))

Created animation of 15 targets (works fine in gmax)

Exported as H.A.M

(optimise collision detection checked)

Frames 0 - 600

Works fine in W3D viewer

Created new temp called 'n_targets' <-- (I temped it straight of the 'tiles' sub tree)

physics type = StaticAnimPhys

modelname = correct (levels\n_targets.w3d)

is noncoluder = checked

Collision mode = push

animation mode = loop

animation name = 'n_targets.n_targets'

load up my .lvl 'n_targets' is pulled in via aggie

save lvl

export pkg

play mod.....

targets don't move!

shoots targets in anger

throws c4 to try to realive stress

etc.....

Cheers for the response so far

Who's going to get the cookie.....
