Subject: Editing the path of the C130
Posted by [REHT]Spirit on Wed, 13 Aug 2003 16:13:08 GMT
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You can export it to your mod folder and export the mod (or map), or you can place it in your data folder.

Then in the line where it has the animation, such as:
-1 Play_Animation, 1, "V_NOD_cargop_sm.M_cargo-drop_sm", 0

You replace "V_NOD_cargop_sm.M_cargo-drop_sm".........sooo.......

Say your model name is new_cargo_drop.w3d , and you haven't giving your animation a specific name (so it too is new_cargo_drop), the line would look like this:

-1 Play_Animation, 1, "new_cargo_drop.new_cargo_drop", 0