Subject: Animated Posted by N1warhead on Thu, 08 Nov 2012 14:41:28 GMT View Forum Message <> Reply to Message

Hey guys, I was curious, how would I implement an animated object (such as an Asteroid) floating above a space map.) I know how to animate, it shows it up W3d Viewer as an Animated Object, however, in LevelEdit it is just a static object.

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