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Subject: Vehicle animations called from separate w3ds?  
Posted by [Anonymous](#) on Fri, 06 Dec 2002 22:04:00 GMT  
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How does it work that I call an animation from say xg\_rtn\_trnsptl.w3d to get an animation to happen on v\_gdi\_trnspt.w3d? That animation opens the door on the back of the Chinook... I am trying to figure out how to create my own custom animations, and I don't know how those work...

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