
Subject: Redoing animations

Posted by [Gen_Blacky](#) on Sun, 11 Nov 2007 22:07:18 GMT

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So i reboned the nod flame tank everything works besides animations. how do i remake the animation for the treads.

Also how do i fix nod logo its just red

Subject: Re: Redoing animations

Posted by [Veyrdite](#) on Mon, 12 Nov 2007 02:21:27 GMT

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Isn't the tread movement multiplier done LE side?

Subject: Re: Redoing animations

Posted by [Gen_Blacky](#) on Mon, 12 Nov 2007 22:35:21 GMT

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no the animation is in the nod flame w3d

Subject: Re: Redoing animations

Posted by [Jerad2142](#) on Wed, 14 Nov 2007 00:15:59 GMT

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Gen_Blacky wrote on Mon, 12 November 2007 15:35no the animation is in the nod flame w3d
Its not done with animation, you have to name the treads V_L_Tread and V_R_Tread (or some thing like that) and their textures have to have VPerSec="a number goes here" in them.
