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Subject: Vehicle fire Animation

Posted by [Reaver11](#) on Sun, 26 Apr 2009 13:20:36 GMT

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I have been modeling a Nashorn and was thinking about adding a fire animation. After I have made my fire animation (39frames).

I exported it as a pure animation with the original vehicle as skeleton. W3d viewer failed to view it. So I exported it as a hierachical model with animation (1 to 39

This gave the following screenshot (animation works) ->

I was thinking using the animation in leveledit would be easy I guess I was wrong.

I have used the fire0anim and tried the fire01anim which both failed. (after searching on renegadeforums I think those functions are broken anyways)

Now I'm wondering is there any way you can make it work?

I have noticed script like Ra3ven\_fireanimation but How do I get these to work / are they working or is there another way?

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