
Subject: Animation question.....

Posted by [Anonymous](#) on Sat, 08 Feb 2003 09:36:00 GMT

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I want my animation to run LOOP mode in Renegade. How do I set up my TILE object to run its animation?right now its not turning 360deg. It is just sitting still.Presets>tile>artist_test>GDI_Globe (my model)StaticAnimatedLOOPGlobes.w3dlts working fine in RenX.What is the correct Tile settings for this?Please Help. [February 08, 2003, 09:37: Message edited by: garth8422]
