

---

Subject: Exporting animation?

Posted by [Anonymous](#) on Mon, 27 Jan 2003 22:52:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ok, I know that this is possible, but I don't know how what I want to do is make w3ds that have animation data in them, for example, I have a helicopter that flies in, lands then opens it's back door to reveal a makeshift PT zone for calling in reinforcements and to buy different types of infantry. Now, I need to know how to export the animation information of it extending it's landing struts, opening it's door etc. Anyone here who can help? For all I know I have it figured out, but I primarily want to know how to view it in windows.

---