Subject: F_HM_XXX, First View Hand/Arm Models for download!
Posted by Anonymous on Thu, 16 Jan 2003 12:50:00 GMT
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quote:Originally posted by PiMuRho:The only limitation that I can see is that the number of frames per animation may be hardcoded into the engine, so if you make a lengthy animation to replace a short one, it would play too quickly.The framerate for an animation is stored in the W3D file, so changing the total number of frames shouldn't cause a problem with playback speed. [January 16, 2003, 00:52: Message edited by: Seagle]