Subject: What settings create a 3+ frame animation in gmax?
Posted by WNxCABAL on Sun, 17 Apr 2005 19:32:25 GMT

Oblivion165CommandoSRNo, that's a different thing. He wants to know how to make an animated texture. What you're showing is hiding/showing meshes according to damage state.

Yeah, i just was showing it as a useable alternative.

Cheers Oblivion, but its not what I intended for
Many thanks for your reply anyways.