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Subject: Re: Serverside Question

Posted by [TEKNIK](#) on Sun, 07 Aug 2005 16:29:18 GMT

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Acctually there is a way of making objects animated in game. I know this (and so should you) from the things like, doors moving, chrio doors opening etc). When exporting the w3d object, did you export it with animation? Or are you on about the acctual map itself? Why not just make it as if it were an object.

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