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Subject: Re: My new map issues

Posted by [Halo38](#) on Tue, 07 Nov 2006 19:10:20 GMT

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as well as what Jerad has said,

You can also adjust the FPS of the animation in renx

open up different ww animations in W3D viewer and you can see the different frames per second that some of the animations are set to near the bottom right hand corner of the viewer for example doors usually open at 30 FPS and sandbagwalls fall at 20 FPS

adjusting your animations FPS will in theory make your work more efficient when played in game.

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