
Subject: Re: How to add multiple animations to one w3d?

Posted by [jamiejrg](#) on Fri, 28 Sep 2007 11:53:05 GMT

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Ya sorry, pretty sure that's impossible. If you want to do it with multiple files then just make your model as a bone and then create multiple animation files.

Also, I have been doing some PSP moding lately and I have come into contact with an interesting little process. I was changing the background and it was a .bmp and it had 12 images in it. I couldn't figure out how that was until i opened it up in the hex editor. There was actually data for 12 seperate images seperated by a few lines of hex. Maybe try that with a w3d anim file? Then just called the addresses of the files you need from your big file. Maybe it'll work, dunno.

edit just to illustrate my point

I took the top image out of the merged bmp to compare. I have highlighted the last line in the single bmp and where it ends in the merged file. You can clearly see where the next bmp starts as well.

Jamie
