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

Posted by [Cpo64](#) on Fri, 28 Sep 2007 15:57:56 GMT

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Certain objects it is possible, building aggregates use multiple animations per file.
But you then have to go into the preset and set which animation runs during which frames.
This also works on vehicles.
I'm pretty sure it doesn't work on characters or weapons.
