
Subject: Re: w3d Animations

Posted by [Poskov](#) on Sat, 12 Apr 2008 01:34:27 GMT

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here's a pretty bad way but it works:

- *boot up LevelEdit
 - *select any vehicle object
 - *go to transitions tab
 - *double click on any entity in the list
 - *move camera to preferred position
 - *now pick an animation and press the play button
(some animations, when played will crash your LE)
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