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Subject: Re: Reversing an animation

Posted by [samous](#) on Tue, 21 Oct 2008 00:22:26 GMT

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depends, if it is 2 animations combined (EX: flaganione and flaganitwo and it is set up like: flaganione.flaganitwo) then you can just reverse the order (flaganitwo.flaganione). If it is one animation, there may be a script like (play animation "<name>" reverse) but idt so. If there isn't, you have to redo it in renx.

=samous

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