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Subject: Animating a plant

Posted by [Di3HardNL](#) on Mon, 29 Dec 2008 18:19:44 GMT

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I saw once a flag in renegade that had a nice looking animated movement.

When i opened it in RenX I saw there were bones attached to it.

Now I want to add plants in my CC Islands tunnel that actually move a little to make it look realistic. So I need to know how do i set up the bones and how does it basicly work?

Also I need to know what the tile settings for it in LE must be after the animated plant is saved as W3d.

I hope some one can help me out Thanks in advance.

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