
Subject: Animation Translation

Posted by [Halo38](#) on Fri, 12 Sep 2003 17:50:06 GMT

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Hi all,

I have created an animation that won't translate to w3d.

Unlike a spinning fan or rolling rock etc.... my animation is a single stationary mesh and has it's vertices animated (think beating heart)

Question is, is this type of animation valid?? it won't work in w3d viewer nor level edit. :tellme:
