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Subject: Re: Looking for w3d animations that wont import properly into max  
Posted by [Gen\\_Blacky](#) on Sun, 05 Jan 2014 01:20:12 GMT

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danpaul88 wrote on Sat, 04 January 2014 14:36 Does it support animations that were exported as pure animation, using a skeleton? It'd be really handy to be able to import those... ideally importing the source skeleton first and then importing one or more pure animation files into it with the importer appending each imported animation to the end of the current scenes animation track, preserving both the original animation in the skeleton file (if any) and each separate animation that was imported.

never had a problem importing animations with skeletons that i noticed. ( hand animations and character animations )

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