
Subject: Re: Setting up player controlled harvesters
Posted by [danpaul88](#) on Mon, 13 Jan 2014 09:33:54 GMT
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W3D has two ways of storing animations.

model.model is the name of the animation track within the actual model.w3d file itself. This can only contain a single animation, although you can chain multiple animations back to back and use start/end frames to simulate multiple animations.

Pure animations are exported as separate animation.w3d files with model.w3d used as the skeleton for the animation. These are accessed using model.animation and you can have as many of these as you want.

Opening model.w3d in W3D Viewer will only show the animation (if any) that is within model.w3d itself. If you want to view the others you have to also load animation.w3d into W3D Viewer, which unfortunately requires you to know which files they are in in advance.

Or you could try something crazy and attempt to load every single W3D in the game into W3D viewer at the same time. I don't know how much memory it uses for each model and it'll probably take forever and a day to load but then you'll have a list of every single model and every single available animation for that model.
