

---

Subject: Re: custom animations

Posted by [Stallion](#) on Sun, 02 Mar 2014 19:12:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I wouldn't be posting here if i haven't already looked around. I've also looked on youtube and used a bunch of them so far, but I still haven't found what I need.

I still need to figure out how I am supposed to export the animation and how to implement it in level editor.

If anyone knows how to get an animation from 3ds to the map in working order please help, or link me a tutorial that shows me how (and not just the 3ds max part as I have the animation made already).