
Subject: Re: Help requested! :) - Vehicle animations
Posted by [UnitXc](#) on Mon, 28 Apr 2014 19:57:31 GMT
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so does that mean i export the model once as a "hierarchical model" without any animation as for example Gattank.w3d

and then export a second clone of the first as "Hierarchical Animated model" with the animation of the barrels spinning as like Gattank_spin.w3d

?

i wouldnt want the animation to be playing all the time.. :S how does it know when to do what..
