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Subject: BGate Animation

Posted by [mr£Ä\\$Ä-z](#) on Tue, 04 Dec 2007 23:52:24 GMT

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hey guys can sum1 say me the name of the Basegate animation? the gate in M03, M10, M08, ?  
cuz i cant find it

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Subject: Re: BGate Animation

Posted by [mr£Ä\\$Ä-z](#) on Wed, 05 Dec 2007 15:22:21 GMT

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isnt there a Search w3d function at Xcc Mixer?

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Subject: Re: BGate Animation

Posted by [Jerad2142](#) on Wed, 05 Dec 2007 15:28:45 GMT

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Usually tile object animations are named filename.filename (no .w3d).

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Subject: Re: BGate Animation

Posted by [mr£Ä\\$Ä-z](#) on Wed, 05 Dec 2007 16:41:43 GMT

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sumthing like:

Model : dsp\_gate.w3d

=

Animation : dsp\_gate

?

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Subject: Re: BGate Animation

Posted by [crazfulla](#) on Wed, 05 Dec 2007 16:49:37 GMT

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open level edit. on the preset tree go to

objects -> doors -> security doors

locate the multiplayer basegates and click MOD

Note the w3d filename on the 2nd tab

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locate that file in always.dat

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Subject: Re: BGate Animation

Posted by [mr£ÄŞÄ-z](#) on Wed, 05 Dec 2007 16:52:37 GMT

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why search in always dat if i see the w3d name in LE?

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Subject: Re: BGate Animation

Posted by [crazfulla](#) on Wed, 05 Dec 2007 16:54:14 GMT

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You wanted the animation name, not the w3d name.

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Subject: Re: BGate Animation

Posted by [mr£ÄŞÄ-z](#) on Wed, 05 Dec 2007 17:38:33 GMT

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cant find anim

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Subject: Re: BGate Animation

Posted by [Jerad2142](#) on Wed, 02 Jan 2008 22:02:24 GMT

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dsp\_gate.dsp\_gate

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Subject: Re: BGate Animation

Posted by [mr£ÄŞÄ-z](#) on Wed, 02 Jan 2008 22:36:36 GMT

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ty very much youre the best

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