
Subject: Animated

Posted by [N1warhead](#) on Thu, 08 Nov 2012 14:41:28 GMT

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

Hey guys, I was curious, how would I implement an animated object (such as an Asteroid) floating above a space map.) I know how to animate, it shows it up W3d Viewer as an Animated Object, however, in LevelEdit it is just a static object.

Subject: Re: Animated

Posted by [roszek](#) on Thu, 08 Nov 2012 15:29:37 GMT

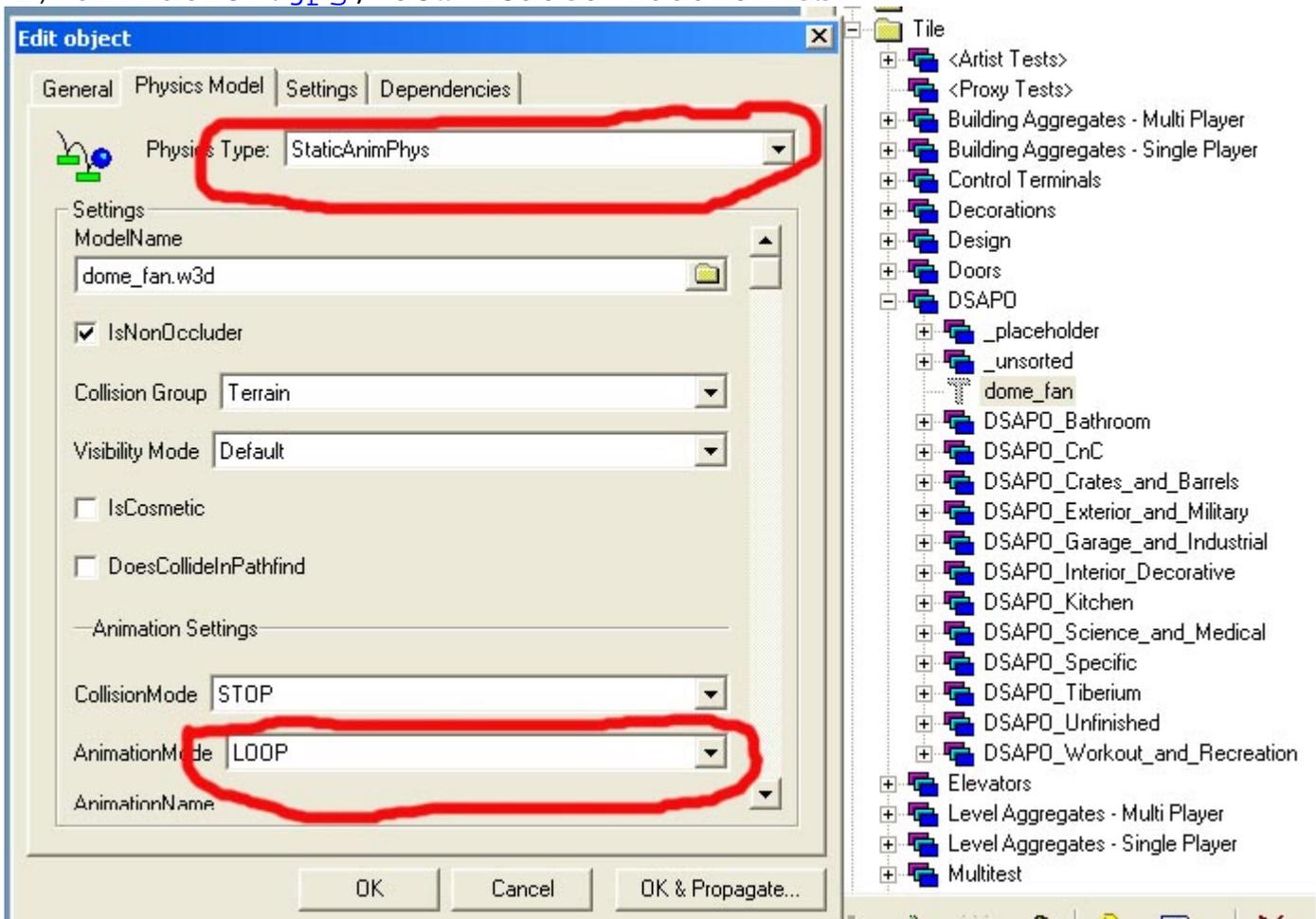
[View Forum Message](#) <> [Reply to Message](#)

It has to be set up as a tile.

Also make sure your bounding box encapsulates your entire animation; don't link it to the object.

File Attachments

1) [animation.jpg](#), downloaded 1000 times



Subject: Re: Animated
Posted by [N1warhead](#) on Thu, 08 Nov 2012 16:59:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

AHHHH thanks man!!!!
