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Subject: How to export terrain with animation  
Posted by [Titan1x77](#) on Tue, 22 Jul 2003 07:26:42 GMT  
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Ive designed my map and i want to place PT's in them.

Now the PT's have animation data in them,Do i export a seperate W3D with them in it or do i export it alltogether as an animated object?

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Subject: How to export terrain with animation  
Posted by [NeoSaber](#) on Tue, 22 Jul 2003 07:51:58 GMT  
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The PT would be an animated object, exported as a Hierarchical animated model. Then set up in Level Edit as Tile.

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Subject: How to export terrain with animation  
Posted by [Titan1x77](#) on Tue, 22 Jul 2003 09:26:54 GMT  
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So i export it seperately...or my whole map as Hierarchical animated model?

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Subject: How to export terrain with animation  
Posted by [PsycoArmy](#) on Tue, 22 Jul 2003 10:01:04 GMT  
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map as terrain, pt as animated model... serately

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Subject: How to export terrain with animation  
Posted by [NeoSaber](#) on Tue, 22 Jul 2003 16:59:05 GMT  
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Titan1x77So i export it seperately...or my whole map as Hierarchical animated model?

Keep them seperate, if you make your whole map an animated model then Vis will never work. An animated model either gets completely rendered or it doesn't get rendered at all. It won't have parts disappear like terrain does.

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Subject: How to export terrain with animation  
Posted by [Titan1x77](#) on Wed, 23 Jul 2003 07:19:52 GMT

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Thank you!

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