Subject: Re: Setting death animations
Posted by R315r4z0r on Tue, 08 Apr 2008 03:08:32 GMT
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Nvm, I figured it out. For some reason the W3D wasn't exporting with the map.

So I had to make the animation into a physical map object and hide it off the map. That told the game that I needed that W3D, and since it took it, the animation works.