Subject: Re: Animated explodable object?
Posted by Gen_Blacky on Mon, 18 Aug 2008 22:20:09 GMT
View Forum Message <> Reply to Message

Di3HardNL wrote on Mon, 18 August 2008 08:50You can't open animations in RenX if they are in
W3d format. don't tell me things to do when they dont even work, really

you can import animations from a .w3d , give me a new of a existing exploding barrel i will try to
help.