Subject: Maximum Animation frames
Posted by Halo38 on Sun, 10 Aug 2003 22:26:28 GMT
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I have made a 600 frame animation of moving targets for a target range that loop, I have set it up in level edit the same way as I have done many a 'staticanimphys' (like spinning fans.etc) but the animation wont play at all in game (it will do in W3D viewer)

I was thinking it could be the number of frames....... does any one know the limit?

Cheers :tellme: