Halo38I 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:

I don't know if there is a limit or not. I do know animations can have hundreds of frames in them. The Ion Cannon's firing animation is around 350 frames, and runs at 30 fps.

If the animation works in the W3Dviewer, then its probably something in Level Edit you got wrong.