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Subject: Adding .Dat files to Renegade

Posted by [General Havoc](#) on Fri, 27 Feb 2004 12:54:02 GMT

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You can include an additional mix file though and use that to store your animations or whatever. I think it works like proxy bones, just make proxy bones in gmax where you want the animation (you know about the proxies by now I guess?) and then make an empty modfoler with no \*.ltd(aka map files) file, but just your tile setup (Tile > add temp > my\_tile). The mix should go in the same directory as your map.

I am guessing this is how it works, other than that, you will need to track down NeoSaber or NodBugger (Can't remember which one of them did the building destruction animations, they have similar names) and ask him how he did it.

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