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Subject: W3d exporting questions.  
Posted by [Sir Kane](#) on Sat, 08 May 2004 20:04:51 GMT  
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Does anyone use the compressed animation feature in the gmax w3d exporter and is it even supported by the game?

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Subject: W3d exporting questions.  
Posted by [jonwil](#) on Sun, 09 May 2004 00:42:22 GMT  
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there is data for "compressed animation" and the game loads it (and probably used it)  
But as yet, I havent seen any w3d files that use the feature.

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Subject: W3d exporting questions.  
Posted by [PsycoArmy](#) on Sun, 09 May 2004 11:49:50 GMT  
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I use the compress animation some times.

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