Subject: Animated
Posted by N1warhead on Thu, 08 Nov 2012 14:41:28 GMT
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Hey guys, I was curious, how would I implement an animated object (such as an Asteroid) floating above a space map.) I know how to animate, it shows it up W3d Viewer as an Animated Object, however, in LevelEdit it is just a static object.

Subject: Re: Animated
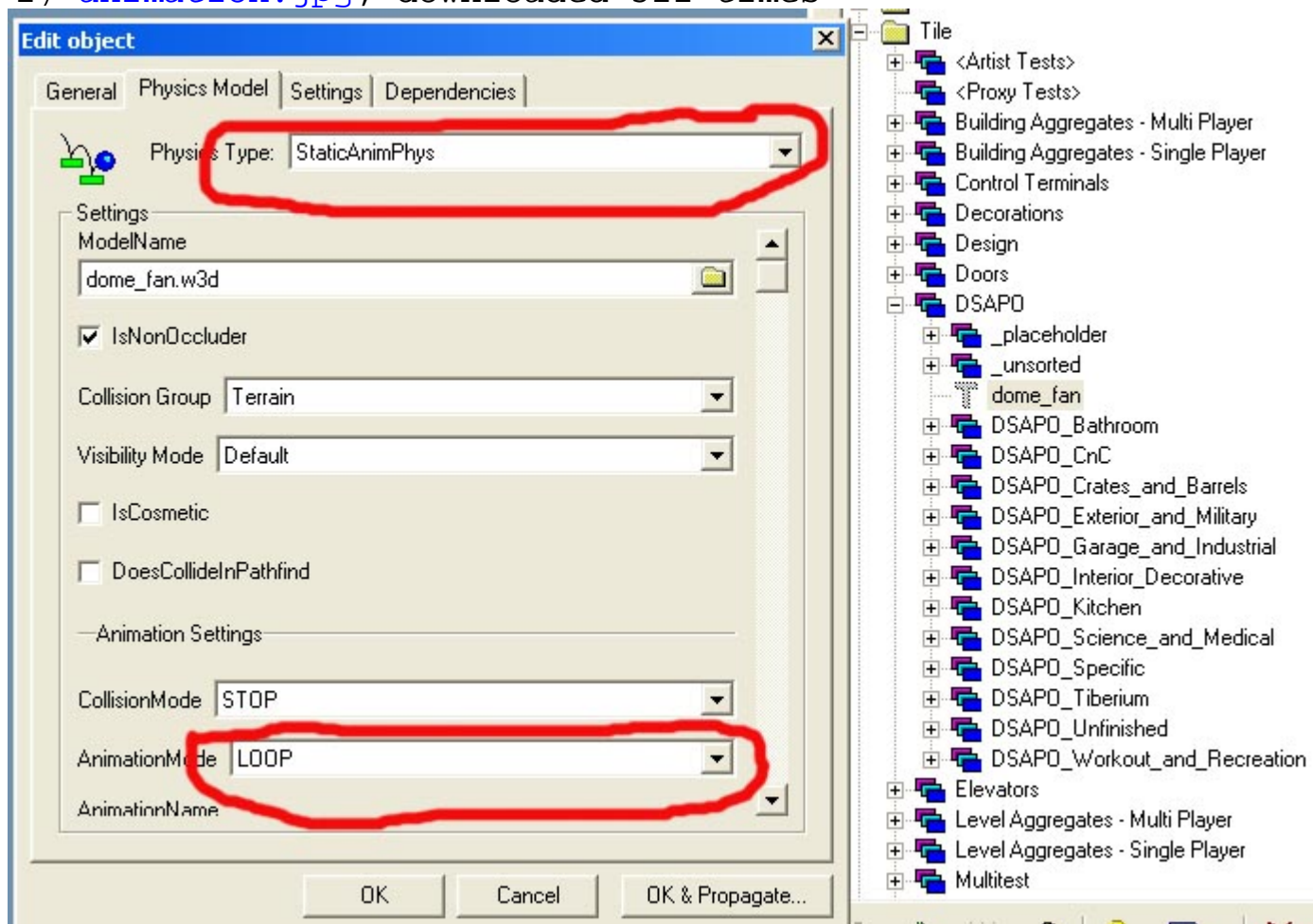Posted by roszek on Thu, 08 Nov 2012 15:29:37 GMT
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It has to be set up as a tile.

Also make sure your bounding box encapsulates your entire animation; don't link it to the object.

File Attachments
1) animation.jpg, downloaded 511 times

Subject: Re: Animated
Posted by N1warhead on Thu, 08 Nov 2012 16:59:36 GMT
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AHHHH thanks man!!!!