Subject: animation and Vis
Posted by Titan1x77 on Tue, 01 Apr 2003 10:02:37 GMT

I got a couple of questions to ask.......

If i have animation in my terrain can i export as a animated heirarchy for the whole terrain or do i have to seperte the exports?

Secondly..

If i have a map that consist of a very large height do i just create vis from the highest point down?....or do i have to create vis from several levels?

Subject: animation and Vis
Posted by Captkurt on Tue, 01 Apr 2003 15:47:28 GMT

It depends what it is your animation is of.