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Subject: Re: cant get animations to work

Posted by [NACHO-ARG](#) on Sat, 14 Apr 2012 20:30:06 GMT

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ok i create 2 bones, create a renegade skin, animated the bones and added them to the skin then i binded the mesh to the bones and export it, after that i located a proxi in my terrain mesh and named it as the animated object, i export the terrain from LE as a mix, test in game and the object display in the right location but doesnt play any animation. the animation plays fine in w3d viewer though, it also play just fine in game wile exporting the object as a crate. is there something i am missing wile seting up the proxi?

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