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Subject: Vehicle Animation possible?

Posted by [Anonymous](#) on Mon, 11 Nov 2002 11:24:00 GMT

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when the harvestor comes back -- see the arms coming out? and the T-Gas? all animation.(the WF is the same way)(in the bay)I recognized that, but I cant work out how to make this at my own Buildings.Can y expalyn it to me?you attach the animation(w3d) to the bone ---when the bone is un-hidden via the track view (by script - or damage levels to building) - anything attached to the bone will show...Say - in a building - you would make a bone come on at frame 2 --- in track view- you would add a "visibility" controller line - then at the frames you want off - remove the line - and at the frames you want it on - have the line.when the bone is shown - anything (childs) attached to it will show...(better writeup in the W3D docs in the How-to directory)

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