
Subject: Re: Mech scripts

Posted by [jlhill17](#) on Thu, 24 Nov 2011 10:47:51 GMT

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I tried exporting the model both as just a hierarchical model and as a hierarchical animated model, and I tried exporting the _m and _b animations as both hierarchical animated models and as pure animations. I tried several different combinations of different kinds of exports. Is there a specific way the stuff has to be exported for either script to work?

I attached JFW_vehicle_animation or Reborn_IsMech to the Medium Tank preset in the preset tree. I set up JFW_vehicle_animation like this:

Animation - vikingmech_A.vikingmech_A

Subobject - 0 (not sure what this is)

FirstFrame - 0

LastFrame - 41

Blended - 0 (the readme says this is only for infantry, is 0 correct?)

Time - 0.1

TimerNum - 9 (or whatever)

I put a spawner on the map to spawn my mech at startup. Whenever I attach the JFW script the game crashes right after loading and before the team selection screen. The Reborn script doesn't seem to do anything. The mech just slides across the ground with no animation.

So I have vikingmech.w3d, vikingmech_m.w3d, and vikingmech_b.w3d. How should I export each one from gmax? Pure animation? Animated model? Using a skeleton? What kind of animation do the scripts expect?
