
Subject: Re: Mech scripts

Posted by [Jerad2142](#) on Thu, 24 Nov 2011 23:45:14 GMT

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Export all the models as hierarchical animated models, use basemodelname be the skeleton target for basemodelname_m and basemodelname_b. JFW_Vehicle_Animaton will try to override Reborn_IsMech, so if you do use it make sure that the animation JFW_Vehicle_Animation uses doesn't override any changes made by reborn is mech (IE, don't force set any bones in that animation that you are using for Reborn is mech).

Make sure basemodelname, basemodelname_m and basemodelname_b are all hierarchical animated models as well. If you do that Reborn_IsMech will work without JFW_Vehicle_Animation for sure, and if you do it all right it should hopefully work for JFW_Vehicle_Animation as well.

kamuixmod wrote on Wed, 23 November 2011 06:56when export it 3 times also on the standart time there is the whole animation already?

If yes, then u export the same model 3 times just with diff names or?

blah_B.w3d is backward animation

blah_m.w3d is forward

blah.w3d is just the model itself.
