Subject: Looking for someone who can make me a test file in max...
Posted by jonwil on Tue, 31 Dec 2013 22:28:12 GMT

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What I need is a file containing 2 frames of animation.

It should have the following objects:

A bone that starts at 0,0,0 and moved +1 in the z axis for the second frame

A bone that starts at 0,0,1 and moved +1 in the z axis for the second frame

A bone that starts at 0,0,1 and moved +1 in the x axis for the second frame

Then 3 sets of 2 bones, first bone in the set should be at 0,0,0, second bone should be a child bone of the first one and should be at 0,0,1

For the first of the 3 sets, the parent bone should be moved +1 in the z axis for the second frame and no specific movement of the child bone (it will move with the parent bone I believe)

For the second of the 3 sets, the child bone should be moved +1 in the x axis for the second frame, no change to the parent bone

For the third of the 3 sets, the patent bone should be moved +1 in the z axis for the second frame and the child bone should be moved +1 in the x axis.

This test max file (I need the max file, not the w3d) will help me get animation working in the w3d import script I have been working on.