Subject: Re: Setting up player controlled harvesters
Posted by Neijwiert on Mon, 13 Jan 2014 00:01:25 GMT

Animations are a set of instructions for the engine to tell it how to modify the bone structure of a model.
(For example: it tells the computer how a model should act when it waves)

These animation names for the RA ore truck are completly dependant on what animations you want it to do. You could just use the animations that the original harvester uses (I'm pretty sure it has stored animations instead of hardcoded). However I do not know these names. You can try to look into always.dat and find the harvester model (i.e. harvester.w3d) and then open it with the w3dviewer. This will show you the animations the model contains. Becouse Westwood stores the animations inside the models itself.

If you don't know how to obtain the w3dviewer: www.tiberiantechnologies.org

EDIT: If you don't know how to open the always.dat: try to find the xcc mixer with google