
Subject: vehicle fire animations (Hjelstrom? Dev?)
Posted by [Anonymous](#) on Thu, 02 May 2002 13:14:00 GMT
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hi,is it possible to change the vehicle fire animations.I have a catapult for Final Siege and I am wondering if it is possible to create an animation of the scoop being drawn back and then released when it shoots.thanks[May 02, 2002: Message edited by: Sadistic_Turtle]

Subject: vehicle fire animations (Hjelstrom? Dev?)
Posted by [Anonymous](#) on Thu, 02 May 2002 13:48:00 GMT
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maybe you can use w3d viewer to make your animation.i just made some fire using it -- now my burning buildings will look better.

Subject: vehicle fire animations (Hjelstrom? Dev?)
Posted by [Anonymous](#) on Thu, 02 May 2002 14:37:00 GMT
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Subject: vehicle fire animations (Hjelstrom? Dev?)
Posted by [Anonymous](#) on Thu, 02 May 2002 15:24:00 GMT
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Subject: vehicle fire animations (Hjelstrom? Dev?)
Posted by [Anonymous](#) on Thu, 02 May 2002 18:44:00 GMT
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Subject: vehicle fire animations (Hjelstrom? Dev?)
Posted by [Anonymous](#) on Thu, 02 May 2002 18:46:00 GMT
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this gots to get a BUMP!

Subject: vehicle fire animations (Hjelstrom? Dev?)
Posted by [Anonymous](#) on Fri, 03 May 2002 01:10:00 GMT
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You might as well include the Ammo model in this request. It would look pretty silly to have a catapult fire a mammoth shell.....

Subject: vehicle fire animations (Hjelstrom? Dev?)
Posted by [Anonymous](#) on Fri, 03 May 2002 04:37:00 GMT
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yeah, but I'm pretty sure I know how to do custom shell models

Subject: vehicle fire animations (Hjelstrom? Dev?)
Posted by [Anonymous](#) on Fri, 03 May 2002 04:43:00 GMT
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Yeah of course its possible, there is an animation feature. I dunno where it is though lol, but maybe its that bar on the bottom that goes from 1 to 100.

Subject: vehicle fire animations (Hjelstrom? Dev?)
Posted by [Anonymous](#) on Fri, 03 May 2002 04:50:00 GMT
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heh, g that's in gmax, you can animate anything you want in gmax, but that doesn't necessarily mean it'll work in Renegade, which is what I'm asking [May 03, 2002: Message edited by: Sadistic_Turtle]

Subject: vehicle fire animations (Hjelstrom? Dev?)
Posted by [Anonymous](#) on Fri, 03 May 2002 05:51:00 GMT
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greg seems we need ya help again=)

Subject: vehicle fire animations (Hjelstrom? Dev?)
Posted by [Anonymous](#) on Fri, 03 May 2002 12:22:00 GMT
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Yah I was wondering the same, if you look at the mammoth it has no gun shoot animation either(only the fall animation) but I'm sure the barels move when fired.

Subject: vehicle fire animations (Hjelstrom? Dev?)
Posted by [Anonymous](#) on Fri, 03 May 2002 12:38:00 GMT
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that barrel movement is actually recoil being applied by the muzzle object on the barrel object

Subject: vehicle fire animations (Hjelstrom? Dev?)
Posted by [Anonymous](#) on Fri, 03 May 2002 13:38:00 GMT
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Yet another bump heh.

Subject: vehicle fire animations (Hjelstrom? Dev?)
Posted by [Anonymous](#) on Fri, 03 May 2002 16:19:00 GMT
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I don't think you can make a vehicle play an animation when it fires in Renegade. We just used the recoil effect which translates your muzzle bone. greg

Subject: vehicle fire animations (Hjelstrom? Dev?)
Posted by [Anonymous](#) on Fri, 03 May 2002 16:40:00 GMT
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blah! I wonder how I am going to do my catapult and stuff now any way, thanks Hjelstrom[May 03, 2002: Message edited by: Sadistic_Turtle]

Subject: vehicle fire animations (Hjelstrom? Dev?)
Posted by [Anonymous](#) on Sat, 04 May 2002 00:54:00 GMT
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