
Subject: Viewing Animations like V_NOD_Heli.X3D_ComCrash

Posted by [WNxCABAL](#) on Fri, 11 Mar 2005 22:07:31 GMT

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Hey,

How do you view such animations like V_NOD_Heli.X3D_ComCrash?

The only way I have found is adding it to a cinematic. There must be an easier way!

Also, how do I see more of these animations? is there like a list someplace?

Cheers,

Andy

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Posted by [Naamloos](#) on Sat, 12 Mar 2005 00:05:34 GMT

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The "list" would be inside the... Always.dat.

I don't know much about animations/cinematics but just don't try to watch them in W3D viewer...

So uhmm... The only way i know to watch them would be by adding them in LE, ect.

Subject: Viewing Animations like V_NOD_Heli.X3D_ComCrash

Posted by [WNxCABAL](#) on Sat, 12 Mar 2005 00:27:35 GMT

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I know there is v_NOD_Heli.w3d (the model) but the V_NOD_Heli.X3D_ComCrash (I am guessing is a name of a bone), isn't in there.

Subject: Viewing Animations like V_NOD_Heli.X3D_ComCrash

Posted by [Naamloos](#) on Sat, 12 Mar 2005 00:58:24 GMT

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Maybe... Animations don't start with v_, only vehicles do.

Try reading the names, they can give more info. (flyover's ect)

Subject: Viewing Animations like V_NOD_Heli.X3D_ComCrash

Posted by [WNxCABAL](#) on Sat, 12 Mar 2005 01:05:40 GMT

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-0 Play_Animation, 2, "V_NOD_Heli.X3D_ComCrash", 0

That is an example of a cinematic WW wrote.

This (V_NOD_Heli.X3D_ComCrash) causes any object to start spinning out of control from one location to another.

So its a bone to which makes an object do the above.

The question is, where the hell is it lol

And, if possible how I do I view and/or edit it

Subject: Viewing Animations like V_NOD_Heli.X3D_ComCrash

Posted by [bigwig992](#) on Sat, 12 Mar 2005 03:33:12 GMT

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"V_NOD_Heli.X3D_ComCrash" is just an animation of V_NOD_Heli. X3D_ComCrash isn't a name of a bone, just the name of the animation. WW named alot of their animations "*w3dfile*.X3D_whatever". The animation shouldn't work with any other w3d besides the heli.

Subject: Viewing Animations like V_NOD_Heli.X3D_ComCrash

Posted by [laeubi](#) on Sat, 12 Mar 2005 11:43:30 GMT

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Right jsut extract the W3D file which is the first part of the Anaimtion name. and put both in one folder.

This was done by selecting: Export Aniamtion Only with exeiting skeleton.

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Posted by [Aircraftkiller](#) on Sat, 12 Mar 2005 18:58:08 GMT

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Remember, it's Nod, not NOD.

Subject: Viewing Animations like V_NOD_Heli.X3D_ComCrash

Posted by [YSLMuffins](#) on Tue, 15 Mar 2005 00:00:29 GMT

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So it is... :thumbsup:

Subject: Viewing Animations like V_NOD_Heli.X3D_ComCrash
Posted by [Renardin6](#) on Tue, 22 Mar 2005 00:37:04 GMT
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Aircraftkiller a.k.a. ACKRemember, it's Nod, not NOD.

rofl

Subject: Viewing Animations like V_NOD_Heli.X3D_ComCrash
Posted by [Sn1per XL](#) on Tue, 22 Mar 2005 07:59:44 GMT
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Do you always have to be an instigator, Renardin?

Subject: Viewing Animations like V_NOD_Heli.X3D_ComCrash
Posted by [WNxCABAL](#) on Tue, 22 Mar 2005 09:30:00 GMT
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Great, once the spam gets deleted, it gets remade, FFS!

Subject: Viewing Animations like V_NOD_Heli.X3D_ComCrash
Posted by [Aircraftkiller](#) on Tue, 22 Mar 2005 10:27:13 GMT
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Spam, just like your reply. Remember kids, writing about spam is just as bad as the spam itself.

Subject: Viewing Animations like V_NOD_Heli.X3D_ComCrash
Posted by [SuperFlyingEngi](#) on Tue, 22 Mar 2005 12:36:56 GMT
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So you're saying your response is just as poor as Cabal's reply?
