
Subject: Vehicle Animation possible?

Posted by [Anonymous](#) on Sat, 09 Nov 2002 13:38:00 GMT

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Is it possible to nimate a vehicle, like the harvester, tha an animation is played, when teh harvester collectiong tiberium?

Subject: Vehicle Animation possible?

Posted by [Anonymous](#) on Sat, 09 Nov 2002 13:40:00 GMT

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yes - yes it is

Subject: Vehicle Animation possible?

Posted by [Anonymous](#) on Sat, 09 Nov 2002 14:19:00 GMT

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How so? my Soviet War Miner could use this animation....

Subject: Vehicle Animation possible?

Posted by [Anonymous](#) on Sun, 10 Nov 2002 06:37:00 GMT

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You would make a seperate animation - attach it to your model via a bone --when the bone is exposed (track view - hide/unhide) - the animation plays.Look at the Refinery when the harvester comes back -- see the arms coming out? and the T-Gas? all animation.(the WF is the same way)(in the bay)

Subject: Vehicle Animation possible?

Posted by [Anonymous](#) on Sun, 10 Nov 2002 07:54:00 GMT

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Any Tutorials On it? how Do i Make a Animation a bone? and tell it to unhide?

Subject: Vehicle Animation possible?

Posted by [Anonymous](#) on Mon, 11 Nov 2002 02:29:00 GMT

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I don't see why not, as the Chameleon has the rotating blades on the front (I wish those things did damage to vehicles).

Subject: Vehicle Animation possible?

Posted by [Anonymous](#) on Mon, 11 Nov 2002 05:18:00 GMT

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There is a vehicle tutorial around here somewhere....Do a search of the forum - i dont have the link handy...Also - hiding bones with the trackview is alot of tutorials -- check out Dante's massive help file -(it has my animation tutorial in there - and you can use that information on any type of animation)Example - when the muzzle bone fires - a w3d plays - showing the muzzle flash (unhide the muzzle - and children show - boom)

Subject: Vehicle Animation possible?

Posted by [Anonymous](#) on Mon, 11 Nov 2002 10:43:00 GMT

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I mean an Animation ONLY when harvester collectiong the Tiberium (not like the Camelon! It paly teh aniamtiont eh whole time!)

Subject: Vehicle Animation possible?

Posted by [Anonymous](#) on Mon, 11 Nov 2002 10:45:00 GMT

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quote:Originally posted by StoneRook:Look at the Refinery when the harvester comes back -- see the arms coming out? and the T-Gas? all animation.(the WF is the same way)(in the bay)I recognized that, but I cant work out how to make this at my own Buildings.Can y expalyn it to me?

Subject: Vehicle Animation possible?

Posted by [Anonymous](#) on Mon, 11 Nov 2002 11:24:00 GMT

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when the harvester comes back -- see the arms coming out? and the T-Gas? all animation.(the WF is the same way)(in the bay)I recognized that, but I cant work out how to make this at my own Buildings.Can y expalyn it to me?you attach the animation(w3d) to the bone ---when the bone is un-hidden via the track view (by script - or damage levels to building) - anything attached to the bone will show...Say - in a building - you would make a bone come on at frame 2 --- in track view-you would add a "visibility" controller line - then at the frames you want off - remove the line - and at the frames you want it on - have the line.when the bone is shown - anything (childs) attached to it will show...(better writeup in the W3D docs in the How-to directory)

Subject: Vehicle Animation possible?

Posted by [Anonymous](#) on Wed, 13 Nov 2002 00:18:00 GMT

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Yeah, I know, but WHICH Skript must I use e.g. for the refibery.

Subject: Vehicle Animation possible?

Posted by [Anonymous](#) on Wed, 13 Nov 2002 00:32:00 GMT

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Oh - now i see what your after --i dont know off hand -- maybe Dante can help...

Subject: Vehicle Animation possible?

Posted by [Anonymous](#) on Wed, 20 Nov 2002 09:48:00 GMT

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No one knows a solution?

Subject: Vehicle Animation possible?

Posted by [Anonymous](#) on Wed, 20 Nov 2002 16:10:00 GMT

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anyone know what sort of bone can unhide when the vehicle is moving? E.I a mech with walking animation?
