Subject: Animation won't export
Posted by Anonymous on Tue, 19 Nov 2002 06:38:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by Ingrownlip:You can't animate by moving vertices. It works in gmax, but it won't in Renegade. You have two options. 1) Use the WWSkin or 2) Remake it so that the object itself moves.I've had a lot of experience with animating after running into the same problems. I hope that helps.Concur

Subject: Animation won't export
Posted by Anonymous on Tue, 19 Nov 2002 12:10:00 GMT
View Forum Message <> Reply to Message

I'm making a door animation for my war factory but it won't export the frames to W3d. When I open up the file in W3d viewer nad click on the animation part, it just sits there, doing nothing, while the frame counter below runs though all the frames. I moved Vertices to make the animation, is this going to be a problem? Also the mesh is seperated into 3 elements. I tried renaming, but that had one effect. (I did have duplicate names.) I even went back to an ealier version of the door when it was one whole mesh and made a 3 frame animation on it to see if it would export, and even that didn't work. This is anyoning me!   It seems everything should work...Triforce

Subject: Animation won't export
Posted by Anonymous on Tue, 19 Nov 2002 12:40:00 GMT
View Forum Message <> Reply to Message

You can't animate by moving vertices. It works in gmax, but it won't in Renegade. You have two options. 1) Use the WWSkin or 2) Remake it so that the object itself moves.I've had a lot of experience with animating after running into the same problems. I hope that helps.

Subject: Animation won't export
Posted by Anonymous on Tue, 19 Nov 2002 13:11:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by avroaero:what does the WWskin modifier do exacly. because i could use it on something.it moves the skin....   look at the W3D HTML files Greg made in the W3D how to folder in your RenegadePublicTools folder -- that should explain it..However - it's tricky to play with..I used it once in a test to make the water i was making to actually rise up and down --- but the effect didnt look right...

Subject: Animation won't export
Posted by Anonymous on Tue, 19 Nov 2002 16:50:00 GMT

Okay, another qeustion, how do I get it to open when a unit is built or someone walks up to it? I can't find where GDI's war fac door settings are, otherwise I would have cloned them. Right now this is the way I have it set up:The door is called up by an aggregateThe door contians an aggregate box of it's own, wep#shunt~, just like the other one.New tile preset, with Doorphy selected, null replaced by my model, and opens for vehic. checked.Push mode and Animation manual selectedWhats wrong now?Triforce(Update!) I did it! I got it to work all on my own! (almost) I didn't have the script zones made to open the door in the right place, I also changed push to stop and now everything works! Thanks to all who helped!Triforce [November 19, 2002, 17:35: Message edited by: Triforce]

Subject: Animation won't export
Posted by Anonymous on Tue, 19 Nov 2002 17:35:00 GMT

Temp a clone of dr_0 for your door and replace the w3d file with yours. If it still doesn't work, it's a problem with your animation. Did you export it as an animated model?

Subject: Animation won't export
Posted by Anonymous on Wed, 20 Nov 2002 00:34:00 GMT

Well that just stinks... oh well, off to redo my animation! oh joy! Thanks.Triforce

Subject: Animation won't export
Posted by Anonymous on Wed, 20 Nov 2002 00:57:00 GMT

what does the WWskin modifier do exacly. because i could use it on something.