
Subject: something people might not know

Posted by [Anonymous](#) on Wed, 08 Jan 2003 04:40:00 GMT

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Did you know that you can use w3dview to view "pure animation" files? For example to view a weapon hand position animation like f_ha_rifl_reload.w3d (the reload hand animation for the rifle), extract one of the hands (f_hm_gdi, f_hm_nod or f_hm_havoc plus the 2 texture files for it. Also extract the hand position animation(s) that you want to view. You also need the f_skeleton.w3d file extracted. Then, open the hands in w3dview. Then go to file-open and open the animation file. You can then view it. The same thing works with body and face animations, make sure you extract the relevant skeleton for whatever it is you are using.

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Posted by [Anonymous](#) on Wed, 08 Jan 2003 05:32:00 GMT

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That's very similar for Half-Life (and other engines that use skeletal animation) - each model is stored as a mesh (which defines the polygons, and which bones they're assigned to), and a series of animations (which define the movements of the bones)

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Posted by [Anonymous](#) on Wed, 08 Jan 2003 07:01:00 GMT

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yeah.....did you also know that you can use w3d view to make your own icons? you can put any kind of background you want into the viewer.....like a 5X normal size blank icon.....screen shot it with your new vehicle in the viewer and posed.....crop and resize the screen shot and there ya go.....new cameo Eric.
