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Subject: Exporting animation?

Posted by [Anonymous](#) on Mon, 27 Jan 2003 22:52:00 GMT

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Ok, I know that this is possible, but I don't know how what I want to do is make w3ds that have animation data in them, for example, I have a helicopter that flies in, lands then opens it's back door to reveal a makeshift PT zone for calling in reinforcements and to buy different types of infantry. Now, I need to know how to export the animation information of it extending it's landing struts, opening it's door etc. Anyone here who can help? For all I know I have it figured out, but I primarily want to know how to view it in windows.

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Subject: Exporting animation?

Posted by [Anonymous](#) on Tue, 28 Jan 2003 06:09:00 GMT

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I'm not sure what exactly your asking - but - export your animation as a h.a.m. - and it should play when triggered (depending how you have it set up) you would animate all the things you want in renx - landing gear, doors, etc.... Similar to the Nod C-130 coming in. good idea - the pt zones will be a bear to make follow the lander. I'm not even sure you can do that - if so -- new to me.. (but i'm learning new stuff everyday.)

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Subject: Exporting animation?

Posted by [Anonymous](#) on Tue, 28 Jan 2003 06:40:00 GMT

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What I was thinking was an assault type map with Nod having a command chinook with a PT attached to a custom bone within the helicopter as well as two little turrets (one on each side of the chopper) for defense, every once and a while the chopper will pick up and fly to a new location when you enter a zone. I know all of this is possible, just gotta figure out the animation stuff.

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Subject: Exporting animation?

Posted by [Anonymous](#) on Tue, 28 Jan 2003 07:55:00 GMT

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i can help you with the animation part. been doing that alot lately...let me know....

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Subject: Exporting animation?

Posted by [Anonymous](#) on Wed, 29 Jan 2003 00:37:00 GMT

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