Subject: Animation question.....
Posted by Anonymous on Sat, 08 Feb 2003 09:36:00 GMT
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I want my animation to run LOOP mode in Renegade. How do I set up my TILE object to run its animation?right now its not turning 360deg. It is just sitting still.Presets>tile>artist_test>GDI_Globe (my model)StaticAnimatedLOOPGlobes.w3dIts working fine in RenX.What is the correct Tile settings for this?Please Help. [February 08, 2003, 09:37: Message edited by: garth8422]

Subject: Animation question.....
Posted by Anonymous on Sat, 08 Feb 2003 09:47:00 GMT
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The level edit settings sound right, but are you sure it was exported from RenX correctly? If the export settings were incorrect or the animation wasn't setup with a WWskin, then that's probably your problem.

Subject: Animation question.....
Posted by Anonymous on Sat, 08 Feb 2003 10:02:00 GMT
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didnt use WWskin. just textured. maybe thats why.also exported as Heir. animated model

Subject: Animation question.....
Posted by Anonymous on Sat, 08 Feb 2003 10:08:00 GMT
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Try putting in the animation text box put:globes.globesor if it's GDI_Globe:GDI_Globe.GDI_Globe

Subject: Animation question.....
Posted by Anonymous on Sat, 08 Feb 2003 10:09:00 GMT
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kThanks

Subject: Animation question.....
Posted by Anonymous on Sat, 08 Feb 2003 15:03:00 GMT
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Still not doing it. I put the globe.globe in the animation field and for Nods gate Piston model,

piston.pistonglobe.w3dCollision mode=noneStaticanimphysloopnothing checked offglobe.globeand same for Nodspiston.w3dpiston.piston

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Subject: Animation question.....
Posted by Anonymous on Sat, 08 Feb 2003 15:09:00 GMT
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Ok, if you moved vertices to animate you'll have to use the WWSkin tool. Otherwise you can just animate it by moving the object.Make sure it works in the W3D Viewer.

Subject: Animation question.....
Posted by Anonymous on Sat, 08 Feb 2003 15:15:00 GMT
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No, I just moved the entire Sphere with Texture on it by using the Rotate Z axis. It worked when I played the animation in RenX. I havnt tried it in W3dviewer yet. I will check it out now. Thanks for your help.BTW the Alligator is skinned now and looks sweet. Thanks!

Subject: Animation question.....
Posted by Anonymous on Sat, 08 Feb 2003 15:21:00 GMT
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Its not playing animation in W3dviewer. I must have screwed something up. I did Group the model before I exported. Maybe thats it. Or something Else. I will re-do and try again.

Subject: Animation question.....
Posted by Anonymous on Sat, 08 Feb 2003 16:09:00 GMT
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Yes, it should work in the viewer. Make sure you set the appropriate start and finish frames. And then be sure to do it as H.A.M.

Subject: Animation question.....
Posted by Anonymous on Sat, 08 Feb 2003 17:10:00 GMT
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how do you set start and finish frames?I'm having the same problem. The animations work fine in renx, no vertices moving, just entire objects rotating. But it's not working in W3D viewer.

Subject: Animation question.....
Posted by Anonymous on Sat, 08 Feb 2003 19:05:00 GMT
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When you export under a H.A.M. there is an option that says "Frames: "x" to "x"" [February 08, 2003, 19:06: Message edited by: Ingrownlip]

Subject: Animation question.....
Posted by Anonymous on Sun, 09 Feb 2003 01:56:00 GMT
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first make sure globe spins in the w3d. next just make a new tile and choose w3d, just dont change any settings, it will owrk.

Subject: Animation question.....
Posted by Anonymous on Sun, 09 Feb 2003 04:51:00 GMT
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if your still having animation problems - pm me and i might be able to walk you through it.stonerook1 aimstonerook1@hotmail.com

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Subject: Animation question.....
Posted by Anonymous on Sun, 09 Feb 2003 10:42:00 GMT
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VV00T, Thanks Stonerook. We got it!Original animations were corrupted. delete old globes. make new ones, rotate with the gizmo when recording animation. TADA its working now.