
Subject: Gmax/Max - animate visibility of an object
Posted by [DL60](#) on Mon, 23 Jul 2007 08:34:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Gmax/Max - animate visibility of an object
Posted by [Sn1per74*](#) on Mon, 23 Jul 2007 14:13:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

That is an awesome model!

Subject: Re: Gmax/Max - animate visibility of an object
Posted by [Slave](#) on Mon, 23 Jul 2007 18:57:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

I agree, it looks pro. It looks like it was supposed to be this way.

Subject: Re: Gmax/Max - animate visibility of an object
Posted by [Tankkiller](#) on Wed, 25 Jul 2007 19:26:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Rotate the gun bone on the Ha_Snip_idle.w3d (or Close to the name i mentend

Subject: Re: Gmax/Max - animate visibility of an object
Posted by [jamiejrg](#) on Thu, 26 Jul 2007 01:36:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Make sure that in your first person model the clip mesh is detached from from the rest of the mesh. Then make sure your clip is called f_cm_**** The f meaning first person, the cm meaning clip mesh, and the **** is the 4 letter notation for the weapon, i think it's snip not sure tho. The game should do the rest.

Subject: Re: Gmax/Max - animate visibility of an object
Posted by [Sn1per74*](#) on Thu, 26 Jul 2007 02:29:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can you post the file for that? I luv it.

Subject: Re: Gmax/Max - animate visibility of an object
Posted by [Oblivion165](#) on Thu, 26 Jul 2007 02:41:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

The way I do it for animated clip reloads is to leave the clip in the model and animate it leaving the gun for the reload animation. The clip always leaves downward but appears to be more complex because of the angle of the gun at the time.

Subject: Re: Gmax/Max - animate visibility of an object
Posted by [DL60](#) on Thu, 26 Jul 2007 08:43:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Gmax/Max - animate visibility of an object
Posted by [Slave](#) on Mon, 10 Dec 2007 20:20:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bump.

While reading through this tutorial,
<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=52> , I felt like editing the existing AutoRifle, to give it a more futuristic look.

Based on the files I downloaded from the tutorial, I came up with this. It is supposed to be a weapon replacement for the automatic rifle.

Just like DeathLink6.0 I'm stuck with the issue of duplicate clips, and I could not find a fix. Who can help?

Subject: Re: Gmax/Max - animate visibility of an object
Posted by [Oblivion165](#) on Mon, 10 Dec 2007 20:31:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Do what I said in my original post but do not use an external clip model or any other settings that go along with that.

EDIT: Or do a full blown full clip rig.

Subject: Re: Gmax/Max - animate visibility of an object

Posted by [Slave](#) on Mon, 10 Dec 2007 20:47:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

I dont know how to animate really.

I just assumed that if I named and set everything right in the gmax file, it would cooperate with the existing animations.

I'm having the same issue when exporting the sample sniper rifle in the modtools folder.

So maybe if someone is willing to help, I could send that person the gmax file to get it fixed. If so, gracias.

Subject: Re: Gmax/Max - animate visibility of an object

Posted by [Nasseposu](#) on Mon, 10 Dec 2007 20:51:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Muzzles doesn't work.

File Attachments

1) [f_gm_rifl.W3D](#), downloaded 145 times

Subject: Re: Gmax/Max - animate visibility of an object

Posted by [Slave](#) on Mon, 10 Dec 2007 20:54:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

doesnt work at all, sorry.

Subject: Re: Gmax/Max - animate visibility of an object

Posted by [Nasseposu](#) on Tue, 11 Dec 2007 13:49:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Now better? I really shouldn't post files when i'm tired. I used extremely wrong way to make it so it has a small flash in animation witch i couldn't remove... How do you set visibility of object in animation?

File Attachments

1) [rifle.rar](#), downloaded 149 times

Subject: Re: Gmax/Max - animate visibility of an object

Posted by [Slave](#) on Tue, 11 Dec 2007 13:58:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sweetness, the reload animation works, thanks a lot.

Subject: Re: Gmax/Max - animate visibility of an object
Posted by [Nassepossu](#) on Tue, 11 Dec 2007 16:53:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh lol.. The original poster of this topic had the same question I had.

I moved clip 2 meters lower so you can't see it and then setted it to move by teleport so you can't even see it move.

Subject: Re: Gmax/Max - animate visibility of an object
Posted by [The Elite Officer](#) on Tue, 11 Dec 2007 17:02:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

404 not found

Subject: Re: Gmax/Max - animate visibility of an object
Posted by [Jerad2142](#) on Wed, 12 Dec 2007 14:14:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

There is a trick to get muzzle animations to work as well, you make them invisible emitters that are only visible during the first frame of firing.

Subject: Re: Gmax/Max - animate visibility of an object
Posted by [Nassepossu](#) on Fri, 14 Dec 2007 12:31:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

The question is: How do you make them invisible?
