
Subject: {Help}Mechs in Renegade
Posted by [C MDBob](#) on Sat, 22 Dec 2007 16:37:35 GMT
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I have a nice mech model I made, and I want to get it to walk like a mech in Renegade. How would I do this?

Subject: Re: {Help}Mechs in Renegade
Posted by [cfhunter](#) on Mon, 24 Dec 2007 01:49:37 GMT
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You need to make a walking animation for it, then it requires a script to make it stop when the mech stops walking or you'll have the problem that the wolverines had in the old reborn.

The new reborn made a script for it and i believe that's in the new scripts.dll build.
So that's the biggest problem sorted out for you.

Subject: Re: {Help}Mechs in Renegade
Posted by [Sn1per74*](#) on Mon, 24 Dec 2007 05:58:51 GMT
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I think the best person to answer this question would be Jerad2142. He knows a lot about scripting and animations and such.

Subject: Re: {Help}Mechs in Renegade
Posted by [Dreganius](#) on Mon, 24 Dec 2007 10:57:20 GMT
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Many people would love to know about that script, I'm sure heaps of mods and people need it.

Dreadnought, anyone?

Subject: Re: {Help}Mechs in Renegade
Posted by [OWA](#) on Mon, 24 Dec 2007 16:02:15 GMT
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Someone needs to put a tut on renhelp for mechs.

Subject: Re: {Help}Mechs in Renegade
Posted by [Jerad2142](#) on Tue, 25 Dec 2007 17:50:11 GMT

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Yes the Reborn is currently the best for it, I have a script for Renhalo that does turning and walking and running animations as well, but its not ready for release yet, so stick with the reborn one.

(The reborn one wants you to have modelname, modelname_m, and modelname_b for movement m is forward and b is backward, modelname is just a default one).

Subject: Re: {Help}Mechs in Renegade
Posted by [CMDBob](#) on Tue, 25 Dec 2007 18:39:31 GMT

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Right I did that, got the script attached... and the animations don't work. I exported all 3 models as Hierarchical Animated Models, and made the two animation models have the main model as the skeleton. Did I do it right?

Subject: Re: {Help}Mechs in Renegade
Posted by [Dealman](#) on Wed, 26 Dec 2007 23:09:13 GMT

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I think you'll have to do like this:

1. Model the mech.
2. Export it as a skeleton. Lets say "ABCD"
3. Then open the mech again, animate the forward animation.
Export it using the skeleton and name it "ABCD_m".
4. Then open the mech again, animate the backward animation.
Export it using the skelton and name it "ABCD_b".

Or you just export the model as W3D, then you open the model again and repeat step 3 and 4, without using any skeleton. Just "ABCD_x" and save as animted frames.

Not sure if those works, I'll try very soon. Need this for my mod, also what's the name of the script I need to use?

Subject: Re: {Help}Mechs in Renegade
Posted by [Jerad2142](#) on Wed, 02 Jan 2008 22:05:43 GMT

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CMDBob wrote on Tue, 25 December 2007 11:39Right I did that, got the script attached... and the

animations don't work. I exported all 3 models as Hierarchical Animated Models, and made the two animation models have the main model as the skeleton. Did I do it right?
Try not linking the animations (you do have the Reborn_IsMech script attached right?)
