
Subject: w3d Animations

Posted by [_SSnipe_](#) on Fri, 11 Apr 2008 22:41:07 GMT

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how can i view and watch the animation w3d files to know what they do before putting them in my server as a taunt?

Subject: Re: w3d Animations

Posted by [Poskov](#) on Sat, 12 Apr 2008 01:34:27 GMT

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here's a pretty bad way but it works:

- *boot up LevelEdit
 - *select any vehicle object
 - *go to transitions tab
 - *double click on any entity in the list
 - *move camera to preferred position
 - *now pick an animation and press the play button
(some animations, when played will crash your LE)
-

Subject: Re: w3d Animations

Posted by [R315r4z0r](#) on Sat, 12 Apr 2008 02:57:33 GMT

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Just open the W3d in the W3D viewer in your Renegade Public Tools folder.

Subject: Re: w3d Animations

Posted by [_SSnipe_](#) on Sat, 12 Apr 2008 04:38:03 GMT

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R315r4z0r wrote on Fri, 11 April 2008 19:57 Just open the W3d in the W3D viewer in your Renegade Public Tools folder.
tried that but nothing loads when i select them

Subject: Re: w3d Animations

Posted by [R315r4z0r](#) on Sat, 12 Apr 2008 05:05:32 GMT

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You need to select it in the tab tree. I think it would be under hierarchy or something.

Subject: Re: w3d Animations
Posted by [_SSnipe_](#) on Sat, 12 Apr 2008 05:15:18 GMT
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still nothing!!!!

Subject: Re: w3d Animations
Posted by [Oblivion165](#) on Sat, 12 Apr 2008 05:57:40 GMT
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Add the model "Male.w3d" in "RenegadePublicTools\HowTo\Characters\Male" and you will be able to see them on the Havoc model.

Subject: Re: w3d Animations
Posted by [_SSnipe_](#) on Sat, 12 Apr 2008 06:08:47 GMT
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nvm i got it thanks guys...first time it crashed now its not...so ya thank u
