Subject: A little help in skining
Posted by ErroR on Sun, 25 May 2008 09:46:18 GMT
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I'm trying to skin a c4 to put a animated screen to it so i followed Obvilions's tutorial on renhelp and still din't succed i made 36 bitmaps (30 secs + 6 blank) and still nothing i would like someone to help please. I would like to apply it to the w_c4-4.w3d model

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File Attachments
1) Bitmaps.part1.rar, downloaded 144 times
2) Bitmaps.part2.rar, downloaded 119 times
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Subject: Re: A little help in skining
Posted by Renardin6 on Sun, 25 May 2008 13:53:33 GMT
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we once tried to make one for Reborn and it didn't work. If someone find a way, I would like to see that.

Subject: Re: A little help in skining
Posted by Stefan on Wed, 28 May 2008 09:32:49 GMT
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Renardin6 wrote on Sun, 25 May 2008 14:53we once tried to make one for Reborn and it didn't work. If someone find a way, I would like to see that.

Tried it aswell, but something went wrong and the screen didnt sync with the pictures for some weird ass reason. i was trying to fix it for hours and then said fuck it.

Subject: Re: A little help in skining
Posted by Raptor RSF on Mon, 23 Jun 2008 18:51:42 GMT
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i know why they are not sync with the 30 sec. time

all c4's on the map do have the same texture and same mesh and the animations of them are sync.

and another thing is:

the animation begins when the c4 is in ur handwhen viewing from 3e person camera.

If someone tell me how i can do the following things i will make the c4!

1. How can i make the timed c4 having an animated mesh ingame?
(no texture animations)

2. if that doesnt work, the only solution is modify the scripts or something. But i dont know c++

It would be great if anyone with c++ experience can make it!

That way we are be able to make a timer for c4 - nuke - ion

Subject: Re: A little help in skining
Posted by PaRaDoX on Tue, 24 Jun 2008 06:38:44 GMT
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You could use a scrolling texture that looks like a odometer