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Subject: Animating a plant

Posted by [Di3HardNL](#) on Mon, 29 Dec 2008 18:19:44 GMT

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I saw once a flag in renegade that had a nice looking animated movement.

When i opened it in RenX I saw there were bones attached to it.

Now I want to add plants in my CC Islands tunnel that actually move a little to make it look realistic. So I need to know how do i set up the bones and how does it basicly work?

Also I need to know what the tile settings for it in LE must be after the animated plant is saved as W3d.

I hope some one can help me out Thanks in advance.

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Subject: Re: Animating a plant

Posted by [danpaul88](#) on Mon, 29 Dec 2008 19:10:30 GMT

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<http://www.apathbeyond.com/forum/index.php?showtopic=17018> <- WWSkin mesh animation tutorial. Same concept as for tank treads, you should get the idea.

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Subject: Re: Animating a plant

Posted by [YazooGang](#) on Mon, 29 Dec 2008 19:37:54 GMT

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<http://renhelp.net/index.php?mod=Tutorials&action=view&id=51>

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Subject: Re: Animating a plant

Posted by [Di3HardNL](#) on Mon, 29 Dec 2008 20:07:16 GMT

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Thanks Danpaul I'll check out your tutorial.

Also thanks Yazoo, I never noticed that tutorial on renhelp

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Subject: Re: Animating a plant

Posted by [Di3HardNL](#) on Mon, 29 Dec 2008 23:09:15 GMT

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I know how it works now, pretty easy actually

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Subject: Re: Animating a plant  
Posted by [Scrinwarrior](#) on Tue, 30 Dec 2008 08:53:48 GMT  
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Good luck with it.

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