Subject: Standing & Running Animation.
Posted by mrÃ£Ã§Ä·z   on Sun, 08 Feb 2009 16:53:22 GMT
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Yeah im planning much for my Mod and i need much help now, what are
the Animation names of the Running and Staning Animation? i wanna
change them (first i need to learn Ánimating). Is there something
important that i need to know about these Animations? I hope i get
an answer.

Subject: Re: Standing & Running Animation.
Posted by cnc95fan on Sun, 08 Feb 2009 17:07:17 GMT
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What?

Subject: Re: Standing & Running Animation.
Posted by mrÃ£Ã§Ä·z   on Sun, 08 Feb 2009 17:11:15 GMT
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cnc95fan wrote on Sun, 08 February 2009 11:07What?
http://www.learnenglish.de/

Subject: Re: Standing & Running Animation.
Posted by cnc95fan on Sun, 08 Feb 2009 17:28:41 GMT
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Nein Danke. I was just pointing out the retardness of that question.

Subject: Re: Standing & Running Animation.
Posted by mrÃ£Ã§Ä·z   on Sun, 08 Feb 2009 17:37:08 GMT
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cnc95fan wrote on Sun, 08 February 2009 11:28Nein Danke. I was just pointing out the
retardness of that question.
Go cry EMO.

"what are the Animation names of the Running and Staning Animation?"

Subject: Re: Standing & Running Animation.

Posted by Di3HardNL on Sun, 08 Feb 2009 17:43:14 GMT

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cnc95fan wrote on Sun, 08 February 2009 11:28Nein Danke. I was just pointing out the retardness of that question.

Dude what is your problem? This kind of answer means you don't know anything about animations so stfu.

I don't exactly know the animation names for running, but there are alot! Since you run different with each type of weapon.

When I search a specific animation i do this:

- Start Renegade
- Look or record the animation which you want to edit.
- Open W3dViewer
- Open Male.w3d (located in HowTo then Character folder)
- Open any animation w3d (for example h_a_6x01.w3d)
- Now you can view them and you can see if its the same as you've seen when you played renegade.

Then you know the name and you can save your animation as that name

Subject: Re: Standing & Running Animation.
Posted by mrÃ£Ã§Ä·z on Sun, 08 Feb 2009 17:44:36 GMT

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Di3HardNL wrote on Sun, 08 February 2009 17:43cnc95fan wrote on Sun, 08 February 2009 11:28Nein Danke. I was just pointing out the retardness of that question.

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Then you know the name and you can save your animation as that name

Thank you   i will try, first i need to reinstall 3DS mAx 2009

Subject: Re: Standing & Running Animation.
Posted by ErroR on Sun, 08 Feb 2009 17:49:21 GMT
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lmao, and i think you should check transitions in le, there are many (if not all) animations

Subject: Re: Standing & Running Animation.
Posted by LR01 on Sun, 08 Feb 2009 17:51:26 GMT
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easy to find out, run LE, every w3d animation it loads is displayed under your screen in the console

so, if you walk forward, that animation will be displayed

Subject: Re: Standing & Running Animation.
Posted by mrÃ£Ã§Ä·z   on Sun, 08 Feb 2009 17:53:43 GMT
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Hey thank you Guys i will try!