
Subject: Projectile animations

Posted by [Spike](#) on Sat, 01 Nov 2003 20:06:27 GMT

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can you and a animation to a projectile made in renx?

Subject: Projectile animations

Posted by [Cpo64](#) on Sat, 01 Nov 2003 23:24:18 GMT

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Sure, why not?

Subject: Projectile animations

Posted by [IRON FART](#) on Sun, 02 Nov 2003 07:51:57 GMT

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Quote:

Sure, why not?

Because gmax is stripped down to fundamentals.

You can add emmitters, and things like that, but the actual creation of emmitters (smoke effects, or fire, you name it) are created with 3dsmax. I don't explain in detail tho. It will be a waste of time at this stage.

Subject: Projectile animations

Posted by [Cpo64](#) on Sun, 02 Nov 2003 07:53:57 GMT

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He wasn't talking about emitters....

Also, you can create emitters in w3d viewer... so...

Subject: Projectile animations

Posted by [Advanze](#) on Sun, 02 Nov 2003 09:22:50 GMT

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projectiles should be made in w3d viewer. Or you will have alot of trouble making lots of different segments of the projectile.

Subject: Projectile animations

Posted by [IRON FART](#) on Sun, 02 Nov 2003 20:32:10 GMT

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Quote:

He wasn't talking about emitters....

My bad.
