
Subject: Re: animation question
Posted by [my486CPU](#) on Sun, 06 Mar 2011 05:00:36 GMT
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I was never able to fix the problem with the animated crate; and I tried everything.

Anyway, I thought I would add animation to the crane (its supposed to move back-and-forth when you drive on a platform) for that building just to see if I would have the same problem, and I did, have the same problem.

So I tried a bunch of different things and got some weird results.

Results before vis-

When exporting the model with the slider set at the first frame of the animation, I had no strange type glitch such as I described at the beginning of this thread, but only on the first frame of the animation the glitch occurred on every frame after.

When exporting with slider set at the last frame it occurred only on the first frame the rest of the frames were fine.

results after setting up a vis system-
Vis didn't fix anything it made things worse.

When exporting again on the first frame I was actually able to walk through the object on every frame but the first.

Exporting the model set to the last frame, I was able to walk through the object but only on the first frame.

Anyone have any idea what I am doing wrong?