
Subject: Tiberium Refinery Animation
Posted by [icedog90](#) on Wed, 30 Jun 2004 22:37:07 GMT
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I'm sure someone here knows how to add/change/modify the animation that comes from the GDI/Nod Refinery when the harvester deposits the Tiberium. I browsed around Level Edit and couldn't find anything on it... Is it an animation that comes with the building? Or is it separate?

Subject: Tiberium Refinery Animation
Posted by [Spice](#) on Wed, 30 Jun 2004 22:41:13 GMT
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I beleive it comes with the building and is represented as a yellow box in gmax.(multiple boxes are on top of eachother) Of course im not sure.

Subject: Tiberium Refinery Animation
Posted by [icedog90](#) on Wed, 30 Jun 2004 22:50:42 GMT
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It might come with the building controller. If you add the Refinery in Gmax, it doesn't contain any animations, and you're also exporting as Renegade terrain, not animation, so it has to be separate..

Subject: Tiberium Refinery Animation
Posted by [Titan1x77](#) on Wed, 30 Jun 2004 22:55:24 GMT
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its called a proxy...which calls in another model that carrys the animation for the refinery.
It has nothing to do with the building controller.

Subject: Tiberium Refinery Animation
Posted by [icedog90](#) on Wed, 30 Jun 2004 22:56:51 GMT
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I wish there were a tutorial for this..

So the animation is a separate w3d? Would you might know what it is called?

Subject: Tiberium Refinery Animation

Posted by [jonwil](#) on Wed, 30 Jun 2004 23:07:45 GMT

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that animation is called ref_tib_dump.w3d

Subject: Tiberium Refinery Animation

Posted by [icedog90](#) on Wed, 30 Jun 2004 23:13:57 GMT

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Thanks jonwil.

I'll have to ask Laeubi to walk me through adding new proxies, since I've never messed with them before. Unless, somebody here would like to do that.

Subject: Tiberium Refinery Animation

Posted by [Madtone](#) on Thu, 01 Jul 2004 10:17:58 GMT

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This is a tutorial for proxying in PCT Terminals, but it shows you the basics enabling you to learn from it, hope this helps and thanks to Dante for writing such a good tutorial.

http://modx.renevo.com/building_spawn_points/
