
Subject: simple

Posted by [Anonymous](#) on Wed, 02 Oct 2002 13:31:00 GMT

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Here is a simple thing I havent learned yet.I made a chopper (as part of the scene, not functional), I want this choppers rotar blades to spin very slowly, like the wind is blowing. Can someone tell me how (in gmax) to make an object spin slowly on the Z axis?

Subject: simple

Posted by [Anonymous](#) on Wed, 02 Oct 2002 13:37:00 GMT

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if u want the rotors to constantly spin try a looped animation.i haven't tried for sure though

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Posted by [Anonymous](#) on Wed, 02 Oct 2002 13:39:00 GMT

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I dont know how.

Subject: simple

Posted by [Anonymous](#) on Wed, 02 Oct 2002 13:41:00 GMT

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ok now, I have a set of objects , I want them all to rotate around one point, how do I do this. (stop holding out on me you other mappers.)

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Posted by [Anonymous](#) on Wed, 02 Oct 2002 14:11:00 GMT

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You'd have to export it as a HAM and rotate the blades. Then you'll use the animation in the Commando editor. "mn_deafwaspheli.mn_deafwaspheli" for the animation box. [October 02, 2002, 14:11: Message edited by: Ingrownlip]

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Posted by [Anonymous](#) on Wed, 02 Oct 2002 19:43:00 GMT

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Export as ham?

Subject: simple

Posted by [Anonymous](#) on Wed, 02 Oct 2002 22:09:00 GMT

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Heirachal Animation Model=ham, just a guess but makes sense.

Subject: simple

Posted by [Anonymous](#) on Wed, 02 Oct 2002 22:51:00 GMT

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Ask Aircraftkiller...on Glacier I noticed the wrecked cargo plane, the propeller blades slowly swing back and forth in the wind...very cool effect.

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Posted by [Anonymous](#) on Thu, 03 Oct 2002 19:04:00 GMT

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dam blazer, u beat me to it, i was gona say that, it was a really kewl effect

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Posted by [Anonymous](#) on Thu, 03 Oct 2002 21:28:00 GMT

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And he did exactly what I already said...

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Posted by [Anonymous](#) on Fri, 04 Oct 2002 11:32:00 GMT

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quote:Originally posted by Ingrownlip:You'd have to export it as a HAM and rotate the blades. Then you'll use the animation in the Commando editor. "mn_deafwaspheli.mn_deafwaspheli" for the animation box.How u export as ham from gmaxx? and where do you put it?

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Posted by [Anonymous](#) on Fri, 04 Oct 2002 11:57:00 GMT

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quote:Originally posted by Blazer:Ask Aircraftkiller...on Glacier I noticed the wrecked cargo plane, the propeller blades slowly swing back and forth in the wind...very cool effect.Yes which was from one of the Renegade Single Player Missions .

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Posted by [Anonymous](#) on Fri, 04 Oct 2002 13:44:00 GMT

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ModelName == mn_deafwaspheli.w3dExport in RenX as Heirarchy Animated Model (HAM)With X number amount of frames with keys. So if you animated 10 frames then you could set your frame end to 10.In Commando you enter in the animation box:ModelName(minus .w3d tag).ModelName(minus .w3d tag)So in this example: mn_deafwaspheli.mn_deafwaspheliDoes that help?

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Posted by [Anonymous](#) on Sat, 05 Oct 2002 00:05:00 GMT

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but who put it into the map? ack? or ww?
