
Subject: w3d exporter animation
Posted by [Veyrdite](#) on Sat, 23 Jun 2007 04:49:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

For some reason i cant export animated 3d models, i chose animated hierchy, 0 to 100 frames (only used 100) and exported, to find the animated mesh non-existent.
I have never been able to export animations at all, and i want to export this one for a cinematic. Normally the w3d has 100 frames, but only the mesh positions from the first frame from the export, this is worse.
Any Help. (and yes i'm using gmax, not 3dsmax)

Subject: Re: w3d exporter animation
Posted by [Veyrdite](#) on Sat, 23 Jun 2007 04:58:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Control_Camera, how do i setup the cameras?

Subject: Re: w3d exporter animation
Posted by [Veyrdite](#) on Sat, 23 Jun 2007 09:45:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

ah crud, no edit button
can anyone tell me what coverspots are and how to use them?

Subject: Re: w3d exporter animation
Posted by [Jerad2142](#) on Sat, 23 Jun 2007 16:23:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cameras in a Renegade Cinematic are controlled by the camera bone.

dthdealer wrote on Sat, 23 June 2007 03:45ah crud, no edit button
can anyone tell me what coverspots are and how to use them?

This one is funny, for the longest time I thought "Cover Spots" were like a terrain overlay (texture type of deal) until just last August anyways. But now I know that coverspots control where ai players take cover (crouch down). If you give a coverspot an attack location they will move to that coverspot when an enemy moves to that location (if their take cover probability is high enough).

And make sure to move the slider and have the Animation button red if you are animating something.

Subject: Re: w3d exporter animation
Posted by [Veyrdite](#) on Sun, 24 Jun 2007 08:08:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Check the attached file. I dont know if renegade forums can stream so right-click the link and select save target, then play the file off your computer.

How do you setup camera bones? Do you use the cameras in gmax? how do you move slowly between them? In the W.W. maps in le, they are just there.

With coverspots, do you use the one under editor objects or the one in the main presets tree, also, what does the box thing of a coverspot do compared to the waypath nod when you press ctrl+p?

File Attachments

1) [w3d.wmv](#), downloaded 67 times

Subject: Re: w3d exporter animation
Posted by [Jerad2142](#) on Sun, 24 Jun 2007 16:14:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is the one moving the bone?

Subject: Re: w3d exporter animation
Posted by [Veyrdite](#) on Tue, 26 Jun 2007 06:32:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

the first cutscene is the anim in gmax (thus the anim sidebar)
the second is of the anim in w3d viewer
