Subject: Invisible animation
Posted by Slave on Mon, 23 Feb 2009 14:10:10 GMT
View Forum Message <> Reply to Message

I'm using f_ga_snip.gmax as an example to edit my own weapons.

When paying attention to the clip animation, I noticed the clip gets turned invisible at frame 35.

How is invisibility toggled?

Subject: Re: Invisible animation
Posted by Di3HardNL on Mon, 23 Feb 2009 14:25:18 GMT
View Forum Message <> Reply to Message

Open the trackview (go to Graph Editors, open trackview)
and see if the mesh has a visibility track, if so delete it

I hope this is the issue

Subject: Re: Invisible animation
Posted by Jerad2142 on Mon, 23 Feb 2009 15:02:37 GMT
View Forum Message <> Reply to Message

Don't delete the track, just make sure that the keys are right, they must either be 1's or 0's, nothing in between, renegade doesn't do semitransparent by that method. Also, make sure that you realize that clip models are separate from the gun, just in case thats whats causing it.

Subject: Re: Invisible animation
Posted by Slave on Tue, 24 Feb 2009 12:48:12 GMT
View Forum Message <> Reply to Message

I'm aware of that.

In other news, this was indeed what I was looking for, thanks.