Subject: Animated Posted by N1warhead on Thu, 08 Nov 2012 14:41:28 GMT View Forum Message <> Reply to Message

Hey guys, I was curious, how would I implement an animated object (such as an Asteroid) floating above a space map.) I know how to animate, it shows it up W3d Viewer as an Animated Object, however, in LevelEdit it is just a static object.

Subject: Re: Animated Posted by roszek on Thu, 08 Nov 2012 15:29:37 GMT View Forum Message <> Reply to Message

It has to be set up as a tile.

Also make sure your bounding box encapsulates your entire animation; don't link it to the object.

File Attachments	
1) animation.jpg, downloaded 308 times	
Edit object X	🔁 🧰 Tile
	🗈 🖷 <artist tests=""></artist>
General Physics Model Settings Dependencies	- 🖷 <proxy tests=""></proxy>
	🗄 🖶 🚰 Building Aggregates - Multi Player
Physics Type: StaticAnimPhys	🕀 🖷 Building Aggregates - Single Player
	🕀 🖷 Control Terminals
Settings	🕀 🖷 Decorations
ModelName	🕀 🖷 Design
dome_fan.w3d	E Coors
	DSAPO
▼ IsNonOccluder	
	🕀 💼 _unsorted
Collision Group Terrain	dome_fan
	DSAPO_Bathroom
Visibility Mode Default	DSAPO_CnC
	DSAPO_Crates_and_Barrels
1 ISCOSINGUS	DSAP0_Exterior_and_Military DSAP0_Garage_and_Industrial
	🖻 🖷 DSAPO_Interior_Decorative
Animation Settings	⊕
Animation occurigs	
CollisionMode STOP	E C DSAF0_Specific
	E CSAFO_Need
AnimationMude LOOP	
AnimationName	
OK Cancel OK & Propagate	
	💷

AHHHH thanks man!!!!

Page 2 of 2 ---- Generated from Command and Conquer: Renegade Official Forums