Subject: Animation Question?
Posted by CNCWarpath on Tue, 23 Sep 2003 14:49:52 GMT

I am creating a rocket animation and want an emittter to execute in my animation say after 40 frames in, the emitter being something similar to the rocket launcher one , how would i implement this to the animation?

Subject: Animation Question?
Posted by laeubi on Tue, 23 Sep 2003 19:16:23 GMT

* Crate a box with the name of the emitter e.g: rocket-smoke and activate as W3D settings:
(*)Aggregate, deactivate the [ ] export bone thing
* create another box name it um... Box? or emitterbox doesntmatter.
Activate just [x]Hide at the w3d Settings
* Now link the emiter to this box (klick the both yelo boxes linked by a chain and the drag the objet you wnat to link to the object is later should be linked, in this case the emitter to the box.
* Now klick on the OpenTrackView Button.

The add a key at position 39 and a ey on position 40
rightklcik the one one frame 1 and sett it st 0 (invisible) the same with the 39 Thing and your done