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Subject: need help with animation

Posted by [Goltergaul](#) on Sun, 01 Feb 2004 13:09:10 GMT

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hi i created a \$ animation for the harvester, when it's full. i added it unter cinematics. but when i drive into the fieldzone and wait renegade crashes while loading the \$ animation... does anyone know what i'v done wrong?

thx

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Subject: need help with animation

Posted by [dufis791](#) on Sun, 01 Feb 2004 17:56:59 GMT

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renhelp.co.uk has a cinematic tutorial..... i think i remember something bout your problem being in there

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Subject: need help with animation

Posted by [Goltergaul](#) on Fri, 06 Feb 2004 21:02:04 GMT

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thanks

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Subject: need help with animation

Posted by [General Havoc](#) on Fri, 06 Feb 2004 21:24:28 GMT

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Got the same problem, well sort of. You need to add the presets as a "tile" and not a cinematic. Cinematics are for things like nukes. Basically add your animation as a "StaticAnimPhys" tile and then type in the animation name. The animation name can be found in the W3D viewer. Play the animation in the W3D viewer and write down the name of it. It genrally takes the format of "ANIM.ANIM".

After that you can reference the preset by it's name in the script.

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