Subject: Re: HAM crashes ingame
Posted by GEORGE ZIMMER on Tue, 19 Feb 2008 16:55:16 GMT
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I can't help too much here but try getting XCC mixer/RenegadeEx to open up always.dat, and try to find what various objects like yours are called. There may be a special way of naming them, as I know vehicles use v_<name>.w3d, etc.

You may also be exporting it wrong. I know that you have to export animated models like that a specific way... While I don't know how to do it exactly, you could try looking up various tutoriols on renhelp.net. Even ones not related to what you're doing exactly may help, as I'm pretty sure there's a few tutorials related to animated objects and the like.

http://renhelp.net/index.php?mod=Tutorials&action=view&id=5

You don't have to file that tutorial step by step of course because you're not exactly making a door I don't think, but yeah.