Subject: Interior Damagestages
Posted by crysis992 on Wed, 07 Jul 2010 16:48:24 GMT
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Hello guys,

today i tried to make a little interior model.
Model is done and now i stuck at the damage stages, i tried to add a emitter. But it show permanent, and not on the choosen damage stage. I made it exactly like in Di3Hards tutorial, but it wont work.

In the Graph editor, when i setted the tracks up, must i save the tracks somehow? because if i go then again the the Graph editor, the tracks are gone.

I uploaded the 3ds max scene at attachments. I hope someone can help me, or give me an example scene or something like that.

,
crysis992

```
File Attachments
1) Ref.zip, downloaded 186 times
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Subject: Re: Interior Damagestages
Posted by crysis992 on Tue, 13 Jul 2010 16:44:46 GMT
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None can help me??

Subject: Re: Interior Damagestages
Posted by reborn on Tue, 13 Jul 2010 17:36:52 GMT
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Maybe you could post some screenshots of what you've done, it might encourage people (or at least look cool)?

Subject: Re: Interior Damagestages
Posted by my486CPU on Fri, 23 Jul 2010 14:47:27 GMT
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I didn't see any frames with your aggs in the w3d viewer did u set up keys in your track view plus I dont use 3ds max but I did import the w3d into renx and I didn't see any tracks.

Did you export as hierarchical animated mode and set frames from 0 to highest time of the keys you used.

Not sure if 3ds max is done differently then renx/gmax though.

Subject: Re: Interior Damagestages
Posted by crysis992 on Sun, 25 Jul 2010 09:41:56 GMT
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my486CPU wrote on Fri, 23 July 2010 09:47I didn't see any frames with your aggs in the w3d viewer did u set up keys in your track view plus I dont use 3ds max but I did import the w3d into renx and I didn't see any tracks.

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Not sure if 3ds max is done differently then renx/gmax though.

ehh no *lol* i will try it later and say if it worked or not.
Di3hard didnt said anything about that in his tutorial or i simply didnt see it :/

Subject: Re: Interior Damagestages
Posted by my486CPU on Sun, 25 Jul 2010 18:58:39 GMT
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crysis992 wrote on Sun, 25 July 2010 05:41
ehh no *lol* i will try it later and say if it worked or not.
Di3hard didnt said anything about that in his tutorial or i simply didnt see it :/

I know what you mean I read those tutorials like 100 times and they never made sense to me.