
Subject: cant get animations to work

Posted by **NACHO-ARG** on Sat, 14 Apr 2012 13:30:09 GMT

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hey there, i maded an animated object, it works fine wile playing the animation in gmax, i export it as hierarchical animated model but when i take a look of it in w3d viewver it plays the frame secuence but the animated object doesnt muve at all, can anyone tell me what am i doing wrong?

Subject: Re: cant get animations to work

Posted by **danpaul88** on Sat, 14 Apr 2012 16:07:33 GMT

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Did you export all the animated parts as bones?

Subject: Re: cant get animations to work

Posted by **NACHO-ARG** on Sat, 14 Apr 2012 16:44:35 GMT

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nope, but i created several object like doors and such whit out creating any bone and they work fine when i chek them in w3d viewver.

Subject: Re: cant get animations to work

Posted by **NACHO-ARG** on Sat, 14 Apr 2012 20:30:06 GMT

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ok i create 2 bones, create a renegade skin, animated the bones and added them to the skin then i binded the mesh to the bones and export it, after that i located a proxi in my terrain mesh and named it as the animated object, i export the terrain from LE as a mix, test in game and the object display in the right location but doesnt play any animation. the animation plays fine in w3d viewer though, it also play just fine in game wile exporting the object as a crate. is there something i am missing wile seting up the prox?

Subject: Re: cant get animations to work

Posted by **danpaul88** on Sun, 15 Apr 2012 06:58:32 GMT

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How did you setup the preset for your object? The animation is controlled by the animation type in the preset settings.

Subject: Re: cant get animations to work

Posted by [NACHO-ARG](#) on Sun, 15 Apr 2012 22:28:50 GMT

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how do i do that? could you give me hand?

Subject: Re: cant get animations to work

Posted by [E!](#) on Mon, 23 Apr 2012 05:15:24 GMT

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i guess that's what he was asking for. those settings of your object in LE

File Attachments

1) [xmpl.jpg](#), downloaded 674 times

