Subject: custom animations
Posted by Stallion on Thu, 27 Feb 2014 20:30:43 GMT
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I figured out how to make an animation, but I have no idea how to save it in a form that I can use in l.e. or how to properly load it for my project.

Please give me the basics on how to save it in 3ds max and how to properly load it in level editor.

  Thanks.

Subject: Re: custom animations
Posted by Mauler on Fri, 28 Feb 2014 02:58:52 GMT
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There is search feature you know.. and many tutorials laying around

Subject: Re: custom animations
Posted by Stallion on Sun, 02 Mar 2014 19:12:28 GMT
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I wouldn't be posting here if i haven't already looked around. I've also looked on youtube and used a bunch of them so far, but I still haven't found what I need.

I still need to figure out how I am supposed to export the animation and how to implement it in level editor.

If anyone knows how to get an animation from 3ds to the map in working order please help, or link me a tutorial that shows me how (and not just the 3ds max part as I have the animation made already).

Subject: Re: custom animations
Posted by Gen_Blacky on Sun, 02 Mar 2014 21:51:29 GMT
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C:/Program Files/RenegadePublicTools/HowTo/W3D Tutorials/content.htm

Subject: Re: custom animations
Posted by Stallion on Wed, 05 Mar 2014 01:59:53 GMT
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Gen_Blacky wrote on Sun, 02 March 2014 16:51C:/Program Files/RenegadePublicTools/HowTo/W3D Tutorials/content.htm

I'm looking into them, thanks for the lead.