Subject: few questions.
Posted by --oo00o00oo-- on Sun, 07 Dec 2003 02:36:28 GMT

1) how to i make just MCTs in a level that control the corresponding buildings, like in mutant lab?
2) how do i edit the timeline so i can have more frames to work with instead of the defualt 100?
3) how do i change the animation setting so that the movement of my animated objects are linear and not the defualt spline?
4) when i try to animate according to the flag tutorail on renhelp, i cant seem to get the verts to link to the bones. on the step where it says u should hear a sound that tells you that you have linked them correctly, i dont hear anything. i follow the tutorail step by step. anyone have any idea about whats going on?
ty head of time.

Subject: few questions.
Posted by General Havoc on Sun, 07 Dec 2003 10:53:11 GMT

Flag

You normally hear the system "beep" sound when you link the bones. It may not happen on your system, but it should still link them. They will only appear linked when your in aniumation mode. You should be able to move a bone and a the flag should move too if it is linked.