Subject: Re: w3d exporter animation
Posted by Jerad2142 on Sat, 23 Jun 2007 16:23:51 GMT
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Cameras in a Renegade Cinematic are controlled by the camera bone.

dthdealer wrote on Sat, 23 June 2007 03:45ah crud, no edit button
can anyone tell me what coverspots are and how to use them?
This one is funny, for the longest time I thought "Cover Spots" were like a terrain overlay (texture type of deal) until just last August anyways. But now I know that coverspots control where ai players take cover (crouch down). If you give a coverspot an attack location they will move to that coverspot when an enemy moves to that location (if their take cover probability is high enough).

And make sure to move the slider and have the Animation button red if you are animating something.