
Subject: Re: Mech scripts

Posted by [E!](#) on Fri, 25 Nov 2011 06:12:48 GMT

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your script parameters are correct except for the animation name. as you said you don't got an animation named vikingmech_A.vikingmech_A
for JFW_Vehicle_Animation you only need 1 model exported as hierarchical animated model. for normal vehicles without move animation the hierarchical model is enough but the animation frames are only exported when export as hierarchical animated model. so if you export your standard model which would have the name vikingmech.w3d the animation inside this file would have the name vikingmech.vikingmech and that's what you have to set as animation parameter. Make sure that your Frames are set correctly in the export window of renx/3dsmax so that all your animation frames are exported into the file and not only 1 (should fit to your script parameters first frame and last frame). I'm not sure about the reborn mech script because i haven't take a look into it right now but at least the JFW_Vehicle_Animation script should work then.
