Subject: Animated explodable object?
Posted by **Di3HardNL** on Tue, 12 Aug 2008 11:09:29 GMT
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In single player you sometimes see some barrels. And if you shoot them they explode and you see some kind of animation and also emitters (fire) pop up.

I would like to know how to make it? I might think you will have to use trackview? i only know how to add emitter in trackview so i need a little help so i could also make a animation where the barrel gets fired in the air

thanks

Subject: Re: Animated explodable object?
Posted by **Sn1per74*** on Tue, 12 Aug 2008 15:56:18 GMT
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It's a tile in LE

Subject: Re: Animated explodable object?
Posted by **Di3HardNL** on Tue, 12 Aug 2008 16:30:18 GMT
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I forgot to say, that was just an example of what i am trying to make. I want to make different animations for different objects that i have made.

Like a tv i have made. If i shoot it i want it to explode and fall on the ground.

You probably understand what i mean now,

ty

Subject: Re: Animated explodable object?
Posted by **danpaul88** on Tue, 12 Aug 2008 18:09:20 GMT
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Just animate it as usual using the animation tools in gmax/3ds max and export it as a hierarchical animated model.

Subject: Re: Animated explodable object?
Posted by **Sn1per74*** on Tue, 12 Aug 2008 18:42:28 GMT

danpaul88 wrote on Tue, 12 August 2008 13:09Just animate it as usual using the animation tools in gmax/3ds max and export it as a hierarchical animated model.
Yeah... duh... just export it as a hierarchalicalichical model from gmax... everyone knows that

Subject: Re: Animated explodable object?
Posted by Di3HardNL on Wed, 13 Aug 2008 05:10:16 GMT

I already tried that, but it doesnt work. and i do know how to animate and how to export it so there must be another way to make it.

Well i try something, but i dont think it will work. i hope someone can really help

Subject: Re: Animated explodable object?
Posted by danpaul88 on Sun, 17 Aug 2008 18:28:48 GMT

Sn1per74* wrote on Tue, 12 August 2008 19:42danpaul88 wrote on Tue, 12 August 2008 13:09Just animate it as usual using the animation tools in gmax/3ds max and export it as a hierarchical animated model.
Yeah... duh... just export it as a hierarchalicalichical model from gmax... everyone knows that

Oh, so if I went and asked someone who installed Gmax & the Renegade Public Tools for the first time ever 5 minutes ago they would know how to do that then? I very much doubt it. Stop trying to be a smartarse.

Di3HardNL: You create the animation in RenX(Gmax) by clicking the Animation box at the bottom, moving to a new frame and then moving bones on the model around. So if you moved bone B 10 meters left on frame 20, it would move 0.5 meters every frame. (Actually, not always true depending on the settings of the animation, but you get the idea).

You might want to look at the LE settings for the existing exploding barrels and such in Renegade, to see how they are setup there, so you can copy the settings for your own barrels.

Subject: Re: Animated explodable object?
Posted by Di3HardNL on Sun, 17 Aug 2008 21:18:25 GMT

Yes i do know how to animate lol.. and i do know how to export it. I am not new with renx either.

I suck at explaining my question i think. Lets try one more time

I have made a tv, i made it animated in renx so it falls down. I also added an emitter which i want to go off when the tv actually falls down.

Now this is what i want :

When i shoot the TV it has to fall down and then the emitter should pop up, like smoke for example.

I was talking about a barrel in my first post as EXAMPLE so you know what i mean. also an good example is the Fire Extuingisher. when you shoot it in Single player it first shakes heavy (animation) then suddenly it explodes(emitter)

I hope its clear what i want now

Subject: Re: Animated explodable object?
Posted by mrÃ£Ã§Ä·z on Sun, 17 Aug 2008 21:46:17 GMT
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Load existing models in RenX maybe that would help to see how it works ???

Subject: Re: Animated explodable object?
Posted by Di3HardNL on Mon, 18 Aug 2008 08:41:46 GMT
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only if there are gmax scenes of it, if you import a w3d file the animation won't be there

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Subject: Re: Animated explodable object?
Posted by mrÃ£Ã§Ä·z on Mon, 18 Aug 2008 09:16:02 GMT
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Search the Animations in W3D Viewer

Subject: Re: Animated explodable object?
Posted by Di3HardNL on Mon, 18 Aug 2008 15:50:13 GMT
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You can't open animations in RenX if they are in W3d format. don't tell me things to do when they dont even work, really

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Subject: Re: Animated explodable object?
Posted by LR01 on Mon, 18 Aug 2008 17:01:09 GMT
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you could try this;
export the model and the animation, now use the animation as a explosion, and just use it as a killed explosion

not sure if that works, but you could try it

Subject: Re: Animated explodable object?
Posted by Gen_Blacky on Mon, 18 Aug 2008 22:20:09 GMT
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Di3HardNL wrote on Mon, 18 August 2008 08:50You can't open animations in RenX if they are in W3d format. don't tell me things to do when they dont even work, really

you can import animations from a .w3d , give me a new of a existing exploding barrel i will try to help.

Subject: Re: Animated explodable object?
Posted by Di3HardNL on Tue, 19 Aug 2008 15:56:47 GMT
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I have here the gmax scene of the animated screens. with emitter on it (didnt make the emitters yet tho) but if you know the right settings for it, that would be awesome.

Subject: Re: Animated explodable object?
Posted by Di3HardNL on Wed, 20 Aug 2008 20:02:00 GMT
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Di3HardNL wrote on Tue, 19 August 2008 11:56I have here the gmax scene of the animated screens. with emitter on it (didnt make the emitters yet tho) but if you know the right settings for it, that would be awesome.

Ooops forgot to post the gmax scene. here it is

Subject: Re: Animated explodable object?
Posted by Di3HardNL on Wed, 20 Aug 2008 20:09:35 GMT
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Blacky, here is a example with a sodamachine i found in XCC Mixer. if you play the animation in renx you will see it will explode (emitter is not shown tho)

Subject: Re: Animated explodable object?
Posted by Gen_Blacky on Thu, 21 Aug 2008 05:08:29 GMT
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are you trying to make this be blown up when bar is dead ?

Subject: Re: Animated explodable object?
Posted by Di3HardNL on Thu, 21 Aug 2008 05:56:39 GMT
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My first choice is to make it explode when you shoot a couple of times on it.

but if that is not possible then the idea of making it explode when bar dies is also a good idea!

Subject: Re: Animated explodable object?
Posted by ErroR on Thu, 21 Aug 2008 11:12:59 GMT
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Di3HardNL wrote on Thu, 21 August 2008 08:56My first choice is to make it explode when you shoot a couple of times on it.

but if that is not possible then the idea of making it explode when bar dies is also a good idea! OMFG no soda if no bar i hate u!