Subject: Using Renegade Animations
Posted by Regulus on Sun, 10 Jan 2010 22:32:43 GMT
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Hello,

I have searched the Mod Forum over with a fine toothed comb and I have not been able to find an answer to my question, so please don't flame me if this has been asked before.

Anyway. I have been tinkering around with the models in Renegade, and I have been able to bone a character correctly. My question is:

How do I make the character use an animation inside gmax/3dsmax?

An example would be making the chem warrior use one of the idle animations. I have been able to import the animations into gmax, but I have not been able to link the two together in order to get the chem-warrior to use the animations bones. I am not particularly interested in exporting the animation with the character on it. My intent is to use them for animations for SHP's (old school cnc editing.)

Any insight?

Subject: Re: Using Renegade Animations
Posted by ErroR on Sun, 10 Jan 2010 23:31:43 GMT
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you can't import animations afaik. but if you succeded then you should try the steps from boning a character but with the imported animation instead

Subject: Re: Using Renegade Animations
Posted by Regulus on Mon, 11 Jan 2010 00:05:36 GMT
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Well, I have been able to import the animations in and they work fine. I havn't tried to connect the mesh to the skeleton, but I assume it will work. The only problem is, you would have to attach the mesh to the skeleton in a non-base pose, which I don't know how well that would work.

Subject: Re: Using Renegade Animations
Posted by Gen_Blacky on Tue, 12 Jan 2010 00:47:08 GMT
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what exactly are you trying to do with this animation.