Subject: Getting Animated Models To Work
Posted by Sanada78 on Sat, 13 Sep 2003 04:57:29 GMT
View Forum Message <> Reply to Message

I've created a few animated models that I'm planning to use. The problem I have is when I export them to W3D form and view them, they don't animate. I have exported the model as an animated one with the correct number of frames.

Subject: Getting Animated Models To Work
Posted by SomeRhino on Sat, 13 Sep 2003 05:08:33 GMT
View Forum Message <> Reply to Message

Did you expand the hierarchy on the sidebar and hit the model.model with the film icon?

Subject: Getting Animated Models To Work
Posted by Sanada78 on Sat, 13 Sep 2003 18:16:15 GMT
View Forum Message <> Reply to Message

I've noticed that if the Hierarchy, there are options that don't appear when I select my model but do on a Westwood animated model. What do you mean by "model with the film icon"?

Subject: Getting Animated Models To Work
Posted by laeubi on Sat, 13 Sep 2003 21:09:18 GMT
View Forum Message <> Reply to Message

If you run Leveldit the goto: Hirachy
there you'll se your Model and a [+] klick on this [+] and youl see a: modelname.modelname
Klick on that and youll see your animation.
Check that you ahve exported as Hirachy Animated Model, using only bonesanimations (mean only animated the WHOLE mesch/object insted of vertices) or using WWskin insted.

Subject: Getting Animated Models To Work
Posted by Sanada78 on Sun, 14 Sep 2003 01:10:43 GMT
View Forum Message <> Reply to Message

Ah, I didn't know that you had to check "Export Transform (Bone)". I thought that setting was used for ag's only.

Thanks.