
Subject: Re: Fist Of Fate - Orich Trebuchet
Posted by [Slash0x](#) on Sat, 20 Aug 2005 00:01:51 GMT
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CommandoSR wrote on Fri, 19 August 2005 16:54 That's not possible with Renegade, you would need a game that supports ragdoll models.. unless you're willing to make several "in-flight" animations for every character.

You could make one animation (or only a few). Just make an animation with the character template used to create characters with and move the bones in a repeat animation. Save it as "s_a_test.w3d", for example, with the skeleton as "s_a_human.w3d". The animation for any character with this animation would be "s_a_human.s_a_test"; the animations can be inputed as "[skeleton name].[skeleton animation]". This way all you need is a few "ragdoll" animations and apply them to the infantry at random so they look as thou they are different.

I hope that made since to atleast a few, lol.

Edit:

Using this path to do animations other than the common "[name of file].[name of file]", you can create one model and many animations (fire animation, death animation, and etc.). Now you can create a secondary model of whatever you are creating and use the same animations as you did with the first model. Cool eh?
