Subject: Re: Renegade Dog

Posted by danpaul88 on Sun, 18 Jun 2006 12:03:57 GMT

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GrayWolf wrote on Sun, 18 June 2006 08:51Wow that answered all my questions!!! Even ones I did'nt even ask yet! Thanks!

Edit: Just came up with another question. Ok so lets say I animate the tail how to I tell the engein when to make it wag?

For example how does the game know to use the legs moving animation when the guy is running?

Well thats why creating your own animations is hard, you have to manually create every single animation needed. If you miss any those actions default back to the animations for the s_a_human skeleton.

Here's a few to get you started, I didn't get around to doing the weapon ones yet. You have to create your own animations for all of these, and this is just a few of them... I went through always.dat trying to pinpoint which animations did what. These are just some rough notes I did on notepad, don't know how accurate they are.

Empty Hands

h_e_a0a0 - Idle

(Running)

h_e_a0a1 - Running

h e a0a2 - Run Backwards

h e a0a3 - Strafe Left

h e a0a4 - Strafe Right

h e a0a5 - V.Slow Walk Left (?)

h_e_a0a6 - V.Walk Walk Right (?)

(Walking)

h e a0b1 - Walking

h_e_a0b2 - Walk Backwards

h e a0b3 - Strafe Left

h_e_a0b4 - Strafe Right

(Crouching)

h_e_a0c0 - Idle

h e a0c1 - Move Forwards

h_e_a0c2 - Move Backwards

h_e_a0c3 - Strafe Left

h_e_a0c4 - Strafe Right

h_e_a0c5 - V.Slow Walk Left (?)

h_e_a0c6 - V.Walk Walk Right (?)

h_e_a0d# to h_e_a0l#

These appear to be animations for transitioning between Run, Jump, Walk and Crouch, and other misc. items

h_e_a0j# are the jump animations

h e a0a0 ### are loiter files and other misc animations

h e ### appear to be death animations and damage taken animations. h e 6## are the death ones. Also includes ladder animations.

Holding Weapon at Chest

h_e_b0a0 - Idle

(Running)

h e b0a1 - Running

h e b0a2 - Run Backwards

h e b0a3 - Strafe Left

h e b0a4 - Strafe Right

h_e_b0a5 - V.Slow Walk Left (?)

h_e_b0a6 - V.Walk Walk Right (?)

(Walking)

h_e_b0b1 - Walking

h e b0b2 - Walk Backwards

h e b0b3 - Strafe Left

h_e_b0b4 - Strafe Right

(Crouching)

h_e_b0c0 - Idle

h_e_b0c1 - Move Forwards

h_e_b0c2 - Move Backwards

h e b0c3 - Strafe Left

h_e_b0c4 - Strafe Right

h e b0c5 - V.Slow Walk Left (?)

h e b0j# are the jump animations

h e b0c6 - V.Walk Walk Right (?)

When your done with them all your LE folder might look something like this - note I used D instead of E, but later I found out that mobius (with powersuit) and perhaps other models use this letter, so don't use D unless you want to mess up mobius ;);

1) ss 4.jpg, downloaded 719 times

