
Subject: Re: scripts.dll 3.0 WIP update

Posted by [BogdanV](#) on Sat, 23 Sep 2006 09:24:21 GMT

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Sorry for wasting your time, but I've solved the scripts crash problem by starting a new mod package from zero. The script works, but I'm afraid it won't help me. Why ? Simple. This is what I need to happen. Let's say for a Hovercraft: The object is placed at a certain location in the game. You tell him through a message to play a certain anim. After playing it, obviously it changes it's position. From the new position, I want the model to play the same anim, so that I can continuously move using that animation. I mean, every time I send a message, the model should play the same anim, but from the new position it has been left. Simpler, to do this:

O -> 1 -> 2 -> 3 ...

O = starting point for the model

-> = the anim

1, 2 and 3 = new starting points given by the continuous use of the same anim

In "JFW_Set_Animation_On_Custom" the following happens:

O -> 1 where this step is repeated every time I tell the model to do so.

I hope I was clear with my explanations.

To get a better view of what I want to do, I'll explain what I'm trying to obtain:

You have a model - dynamic anim phys that can be accesed like a tile or a normal piece of terrain.

You give it multiple anims that would represent the movement of the object (ie: move: forwards anim, backwards anim, left anim, right anim)

Then you tell the model to play any of these anims by sending to him a message that triggers one of the model's anims. That way, the model should move every time you send a message to him. This way, you can make ships, submarines, heavy bombers, all at a higher degree of realism than by poking the vehicle you want to drive. This combined with a `attach_to_bone` script, would give you limitless possibilities. Your imagination would be the only limit. This is why I urgently need a script that can do the job I've explained above. It is a breakthrough (if I can call it like this) from which the entire Renegade comunity can benefit.
