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Subject: Re: scripts.dll 3.0 WIP update

Posted by [BogdanV](#) on Sun, 24 Sep 2006 11:52:41 GMT

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Here's a simple example of what I mean:

You have a model and a movement anim. You play that anim through a custom. The model plays it's anim. It changes it's position due to the animation. You want the model to play the same anim again, but from the new position of the model.

Let's say that we have 3 points (0, 1, 2) at equal distances, one after another: consecutive.

Someone stands at point 0. It is ordered to move to point 1. It moves there. Now, he's ordered to move towards point 2. He moves there. If you make a anim, moving from 0 to 1 is like moving from 1 to 2, so, to go from 0 to 2, you just repeat the "move from 0 to 1" anim. Now, let's say we have a infinite number of points while keeping the same rules: this is what I need a script to do.

Shorter: I want a model to have a anim so that if repeated continuously, it'll move and not loop between two points.

As for using multiple copies of `FW_Set_Animation_On_Custom`, that won't help because I can't move where ever I want. The model'll only reappear where it was placed in-game and play the anim from there, not from where it has been left after playing any of it's anims.

If none of the examples I've presented aren't understood, sorry, I'm not from a english-speaking country, I'm from East Europe, please understand.

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