
Subject: Vehicle Fire Animation

Posted by [Gen_Blacky](#) on Thu, 03 Sep 2009 05:53:03 GMT

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Does anyone know how to use a vehicle fire animation. I tried using Ra2Ven_FireAnimation but i am unsure how to set it up correctly or if it even works.

do i need to make an animation Preset and what kind of preset is it?

[Description]

- This scripts allows a firing animation to play while shooting from a vehicle.

[Parameters]

- ParentBone (Name of the parent bone of the muzzle bone to check if the player has fired. Barrel bone if it's a tank, turret bone if the weapon doesn't use barrels)

- MuzzleBone (Name of the muzzle bone (Either MuzzleA0,MuzzleA1,MuzzleB0,MuzzleB1 depend on how the modeled has been boned)

- Animation (Name of the main fire or reload animation - see additional notes)

- FirstFrame (First frame of the fire/reload animation)

- LastFrame (Last frame of the fire/reload animation)

- AfAnimation (Name of the after fire animation)

- AfFirstFrame (First frame of after fire animation)

- AfLastFrame (Last frame of after fire animation)

- Time (I strongly suggest 0.100)

- TimerNumber (Set to an unique number if the object has more than one script using a timer)

[NOTES]

- Not an easy script depending on what you want. The script works in 2 ways: Reload only mode, and continious fire mode (plus reload/end-fire animation).

- Reload Only Mode: To use this mode, leave the AfAnimation to "none." This mode is useful for ONE rocket type vehicle (such as V2 or V3), or any "one shot, reload, then I can shoot" weapon type on a vehicle. The script detects if the user has fired by looking at the muzzle bone and seeing if it has moved due to the recoil effect. Settings should reflect upon the following:

- Recoil time must be a smaller value than the reload time.
- For good results, recoil scale should be set to 1.
- An animation time frame less than the reload time.

- "Here is an example I did on my V3. My V3 reload animation is 5 seconds, and my weapon reload time is 6 seconds. My recoil time is set to 3, and my recoil scale set to 2. My weapon can only hold 1 bullet at time. That's all!"

- Continuous Fire (plus reload/end-fire animation) Mode: This mode works almost the same way as reload only mode (using the recoil method to detect if the player fired or not). However, it requires a bit more effort to make it work just right. It's useful for gattling type vehicles, or vehicles that carry a lot of ammunition. It plays an animation each time the player shoots, stops shooting, or is currently reloading (a reload or end fire animation). First, you need to set up a weapon for your vehicle, similar to reload only mode. Except the reload time doesn't need to be bigger than the end fire animation time length. You may decide how you want it, but it's highly suggested to make it the exact time length. Make the recoil time a bit slower than the timer value and set the recoil scale to 1.

- The weapon ammunition also needs to be edited in order to make the animation look good. Edit the rate of fire so that the time is near to or exactly the same as the fire animation.

- Here are some examples of the settings used on my Kirov:

- Reload time is 1.0 seconds
- Recoil time is 0.2 seconds
- Recoil scale is 1.0
- The weapon's ammunition rate of fire is 0.620 (remember, the higher the number is, the faster your bullets fire)
- My fire animation has 46 frames
- My after fire animation has 11 frames

- With these settings you should be able to set things up correctly. Experiment with some of the settings, and you will achieve a nice effect.

- Take care with this script, and be sure to note the following:

- If you have other animations attached to the vehicle you're working with (such as a walking animation), this script will stop the current animation and play the fire animation. This means that only one animation at a time can play on a vehicle. The other wheel or rotor bones, won't have any problems.

- If you are going to have a dual barreled gattling vehicle, set up your animation to include both guns spinning at the same time. A second script is not required.