Subject: Fire Animation
Posted by Renardin6 on Wed, 30 Jun 2004 08:04:25 GMT
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Is it possible to have a chaingun animation (barrel turns) only when the chaingun shoots at something ? (like Generals Chainguns...)

(For a base defense and a vehicle...)

If yes, does somebody know how to do that ?

Subject: Fire Animation
Posted by PsycoArmy on Wed, 30 Jun 2004 10:05:52 GMT
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Well theres a option to add fireing aniamtions in commando, but that doesnt work properly, it doesnt stop palying the aniamtions. I think you might be able ot do it with some new scripts but im not sure im not a scripter.

Subject: Fire Animation
Posted by PermaGrin on Wed, 30 Jun 2004 10:42:15 GMT
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Subject: Fire Animation
Posted by PsycoArmy on Wed, 30 Jun 2004 11:20:48 GMT
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commando = level edit

Subject: Fire Animation
Posted by Deactivated on Wed, 30 Jun 2004 11:23:15 GMT
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It's called Commando Level Editor because C&C Renegade used to be called C&C Commando when it was in development.

Subject: Fire Animation
Posted by PsycoArmy on Wed, 30 Jun 2004 12:54:10 GMT

Iv'e always called it commando from the start(level edit)

Subject: Fire Animation
Posted by **htmlgod** on Wed, 30 Jun 2004 12:56:03 GMT

Renardin - its definitely possible, but it would probably be an FPS killer, with as high a polygon count as your chaingun already has.

Subject: Fire Animation
Posted by **Renardin6** on Wed, 30 Jun 2004 12:59:45 GMT

wich chaingun ? the biggest poly count for my gdi chaingun is 1100...

The other models are the wolverine chaingun (low polycount) and vulcan base defense (low polycount also). I am not talking about simple weapons for infantry...

Subject: Fire Animation
Posted by **Havoc 89** on Wed, 30 Jun 2004 16:50:13 GMT

so you want a chaingun animation for turrets? i think that is possiable, im guessing you have to link the model's chaingun to the Muzzle bone and animate that, it could work as a recoil animation.

that should do it.

Subject: Fire Animation
Posted by **htmlgod** on Wed, 30 Jun 2004 16:52:34 GMT

1100 is a lot for a gun. All of the Westwood guns are 800 or less, and many are well under 500. When you animate that, combined with the projectile calculations and everything else being rendered and calculated, the game may run slower.

Subject: Fire Animation
Posted by **Spice** on Wed, 30 Jun 2004 18:51:01 GMT

1.Just Import the original chaingun into Gmax or 3Dsmax (whereever you modeled it)
2.Freeze the original Chaingun and merge your model of it.
3.Make your model have the same peices and joints as the old chaingun
4.Delete the old one and replace it with the new one in place.
5.Export it

taDa Try it , most Definatly it will work and you will have the same WW firing animation on your new model.

Subject: Fire Animation
Posted by NeoX on Wed, 30 Jun 2004 19:17:47 GMT

htmlgod1100 is a lot for a gun. All of the Westwood guns are 800 or less, and many are well under 500. When you animate that, combined with the projectile calculations and everything else being rendered and calculated, the game may run slower.
Renegades Guns a blocks.... basicly.... :rolleyes: a 1100 poly gun is fine for renegade.

Subject: Fire Animation
Posted by htmlgod on Wed, 30 Jun 2004 19:33:27 GMT

NeoXa 1100 poly gun is fine for renegade

1100 polygons is fine until you put a 512x512 TGA texture on it, render 5-6 of that gun, along with the terrain, vehicles, and everything else. I'm not saying the engine can't handle 1100 polygons, I'm saying its excessive for a weapon model.

Subject: Fire Animation
Posted by Deactivated on Wed, 30 Jun 2004 19:48:38 GMT

EXdeath7
taDa Try it , most Definatly it will work and you will have the same WW firing animation on your new model.

The chaingun is not animated. Only the 1st person version animates.

Subject: Fire Animation
Posted by NeoX on Wed, 30 Jun 2004 20:51:56 GMT

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htmlgodNeoXa 1100 poly gun is fine for renegade

1100 polygons is fine until you put a 512x512 TGA texture on it, render 5-6 of that gun, along with the terrain, vehicles, and everything else. I'm not saying the engine can't handle 1100 polygons, I'm saying its excessive for a weapon model. For first person is doesnt matter.. if you were to use the same 1100poly model for third person i would guess it would lag..

Subject: Fire Animation
Posted by Spice on Wed, 30 Jun 2004 22:18:29 GMT

SeaManEXdeath7
taDa Try it , most Definatly it will work and you will have the same WW firing animation on your new model.

The chaingun is not animated. Only the 1st person version animates.

ok so he wants vehicle weapons to animate such as the wolverines chaingun?

If so he can always make the animation and set it to play when he fires , though it isnt needed.