Subject: Do fire0anim and fire1anim actually do anything?
Posted by jonwil on Sun, 02 Jul 2006 12:00:39 GMT
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Does anyone know if the fire0anim and fire1anim settings for vehicles actually do anything usefull?
Has anyone (with more 3d and leveledit skills than I have) tried to make them work?

Subject: Re: Do fire0anim and fire1anim actually do anything?
Posted by Oblivion165 on Sun, 02 Jul 2006 13:19:49 GMT
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i have tried all of those overides for walk, run etc, and i couldnt get any of them to do anything at all. The animations were correct in W3D viewer, they worked like any other.

It did crash game.exe if there was something in the path and not in the pkg but as for using them, nothing.

Subject: Re: Do fire0anim and fire1anim actually do anything?
Posted by danpaul88 on Sun, 02 Jul 2006 13:29:10 GMT
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on a vehicle I tried them out once, one of them (cant remember which, think it was fire0anim) played the animation constantly (not linked to when it actually fired, which was what I was trying to do), the other didn't seem to do anything whatsoever.

Subject: Re: Do fire0anim and fire1anim actually do anything?
Posted by jonwil on Sun, 02 Jul 2006 14:04:45 GMT
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It looks like (from reading the code) fire0anim is for the primary weapon, fire1anim for the secondary.

Subject: Re: Do fire0anim and fire1anim actually do anything?
Posted by danpaul88 on Sun, 02 Jul 2006 15:24:55 GMT
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well the vehicle I was testing didn't have a secondary weapon, so thats probably why it was only working for fire0anim.

It's worth noting the vehicle had -1 clip size, so it never had to reload. Perhaps the animation plays constantly until it needs to reload? Just theorising.

And it was a base defense, and the animation played even when it was not shooting at anything.

Subject: Re: Do fire0anim and fire1anim actually do anything?
Posted by jonwil on Mon, 03 Jul 2006 04:48:42 GMT
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Actually, no, fire0anim is for the first muzzle bone and fire1anim is for the second muzzle bone.

Subject: Re: Do fire0anim and fire1anim actually do anything?
Posted by Spice on Mon, 03 Jul 2006 04:58:19 GMT
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Yes, it does work. There is a problem with it though. I've forgotten what it is, It's something like it keeps looping even after you have finished shooting.

I'll test it out.

Subject: Re: Do fire0anim and fire1anim actually do anything?
Posted by danpaul88 on Mon, 03 Jul 2006 08:51:27 GMT
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yeah, thats the problem I had then, it never stopped animating... I wanted it to animate once every time it shot, but it just kept going and going and going...

Subject: Re: Do fire0anim and fire1anim actually do anything?
Posted by Jerad2142 on Thu, 06 Jul 2006 00:21:40 GMT
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Well here is what you do, first you attach the JFW_Timer_Send_Custom script to it. Once every few seconds have it send a message to and object with the JFW_Reflect_Message script. The on the object with the object with the animation have the JFW_Enable_Disable_Animation_On_Custom script (I think that is what it is called but I'm not sure) now set it up so when ever it recevies the message it enables and disables the vehicles seperate idle animation.
And just as a side note the fire animations will toggel every time you fire form fire0anim to fire1anim.
If you have any questions about this send the question the my e-mail at

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