Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Wed, 01 Jan 2003 03:47:00 GMT
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I have a vehicle, and I want the character to be visible while he's inside it, and I know how to do that, but how do I change the pose? I don't want him standing there with his arms stretched out

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Wed, 01 Jan 2003 03:51:00 GMT
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I'm assuming it uses the transitions somehow...The pose I want, by the way, is h_a_v62a [January 01, 2003, 04:06: Message edited by: Taximes]

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Wed, 01 Jan 2003 04:14:00 GMT
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Maybe make it that they are always in "crouch mode" inside the vehicle or do you want that you can few them totally?

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Wed, 01 Jan 2003 04:26:00 GMT
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Yeah, but I want them visible not hidden

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Wed, 01 Jan 2003 05:19:00 GMT
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Okay, I think I know how to do it, but I need to know the .w3d filename of the base (arms-out) pose.

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Wed, 01 Jan 2003 08:14:00 GMT
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Hm, maybe you can attach the gunbone of the charecter to the Position you wnat it to?

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Wed, 01 Jan 2003 11:02:00 GMT
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Use my Trick, just use the character model from the howto folder! it works but it never goes away, and it doesn't change!

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Wed, 01 Jan 2003 14:59:00 GMT
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quote:Originally posted by Taximes:I have a vehicle, and I want the character to be visible while he's inside it, and I know how to do that, but how do I change the pose? I don't want him standing there with his arms stretched out   Hey I'd like to know that too, but nobody responded to my topic about it.   If you figure it out let me know!

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Sun, 05 Jan 2003 04:46:00 GMT
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Taximes if u show me how to get it so the character show ills show u how to change the position of it.

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Sun, 05 Jan 2003 08:54:00 GMT
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I can't get the character to show ingame either, in any position.

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Sun, 05 Jan 2003 11:28:00 GMT
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Look at the mammoth example in the HowTo folder.

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Sun, 05 Jan 2003 11:45:00 GMT
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In the vehicles preset, check "OccupantsVisible" under the settings tab to make them show in the "T" position.

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Sun, 05 Jan 2003 11:46:00 GMT
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quote:Originally posted by Ingrownlip:Look at the mammoth example in the HowTo folder.But that doesn't tell me how to change the animation in which the character is positioned inside...

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Sun, 05 Jan 2003 12:00:00 GMT
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Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Sun, 05 Jan 2003 13:22:00 GMT
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How do you get the character to show up ingame in the first place. Someone please help me with this, so I can work on the second part.

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Mon, 06 Jan 2003 00:13:00 GMT
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quote:Originally posted by Taximes: quote:Originally posted by Ingrownlip:Look at the mammoth example in the HowTo folder.But that doesn't tell me how to change the animation in which the character is positioned inside...I wasn't telling you.   It's something to do with transitions. Because the transitions will tell the character which bone position to use.

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Mon, 06 Jan 2003 00:22:00 GMT
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quote:Originally posted by Ingrownlip: quote:Originally posted by Taximes: quote:Originally posted by Ingrownlip:Look at the mammoth example in the HowTo folder.But that doesn't tell me how to change the animation in which the character is positioned inside...I wasn't telling you. It's something to do with transitions. Because the transitions will tell the character which bone position to use.if you know how to do this all, please writhe it,. I think many people will be thankfull of this.

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Wed, 29 Jan 2003 02:48:00 GMT
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I can already do it now. Thanks tax

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Wed, 29 Jan 2003 04:58:00 GMT
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Yes, make a tutorial

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Wed, 29 Jan 2003 07:31:00 GMT
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quote:Originally posted by Bumpaneer:How do you get the character to show up ingame in the first place. Someone please help me with this, so I can work on the second part.Check "OccupantsVisible" in the settings of the vehicle in LevelEdit and the characters will show up in the arms-out position in whatever seat they're "sitting" in.

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Wed, 29 Jan 2003 07:32:00 GMT
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quote:Originally posted by psycoarmy:I can already do it now. Thanks taxSo how do you change their positions? :S

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Wed, 29 Jan 2003 08:07:00 GMT
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ok, I'm not really into this techy stuff but I'm good with comming up with ideas. Dont flame me if this is stupid:How about including the basic character bones in a sitting pose in the vehicle model. The engine might use the bones when "occupants visable" is checked. [January 29, 2003, 08:09: Message edited by: killakanz]

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Wed, 29 Jan 2003 14:44:00 GMT
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Taximes - the .w3d filename for the base pose is the skeleton name (s_a_human). The base pose is the non-animated, non-posed, default state of the bone structure.killa - not a bad idea, but I don't think it'll work. When "occupants visible" is checked and the arms are straight out, it means that the character's bones are already loaded. If no bones at all were loaded for the character, you'd see nothing but a collapsed set of vertices where his feet should be.

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Wed, 29 Jan 2003 14:56:00 GMT
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quote:Originally posted by Taximes: quote:Originally posted by psycoarmy:I can already do it now. Thanks taxSo how do you change their positions? :SGet on at 8-9 AM EST,he'll be on   (MSN)

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Thu, 30 Jan 2003 04:17:00 GMT
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I have an idea, but I have to be off to school, I'll try it when I get back.

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Thu, 30 Jan 2003 04:51:00 GMT
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Link is broken pysco.

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Thu, 30 Jan 2003 10:18:00 GMT
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Depending on the vehicle, I have an idea for it, but it would be very complex, and would be quite difficult to do, not to mention the person would only have one position... It involves scripting and cinematics...

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Thu, 30 Jan 2003 15:49:00 GMT
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yeah, that wouldn't work to well, Taximes.The s_... files are the only place the bones are stored. All human models and animations depend on those bones, so removing or modifying them will change every pose/animation of all the humans in the game.h_... files don't store information on

the bones, only animation data.

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Fri, 31 Jan 2003 00:53:00 GMT
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Well, scrap my idea (taking h_a_v62.w3d and naming it s_a_human.w3d, then placing it in the data folder).All I got out of that was a nice, hearty crash.

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Fri, 31 Jan 2003 01:38:00 GMT
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I know that i can remake character bones to my liking. But its only limited to one type a a time.By the way does anybody have any ideas where my last post went? (o_O) the post with the pic link in it. [January 31, 2003, 01:55: Message edited by: psycoarmy]

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Fri, 31 Jan 2003 02:19:00 GMT
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Is it possible to hide parts of a model under certain conditions? (maybe as part of a new script)If so, you could remake a vehicle model with the character as part of it (with it's own bones). When the vehicle is empty, the character isn't displayed. When occupied, the character is displayed.I'm dredging my memory here, but I seem to recall Greg saying something about being able to alter the vehicle models based on damage, so I'm kind of relating it to that.

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Mon, 03 Feb 2003 03:04:00 GMT
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Uhm yeah... Has anyone seen my post yet? I cant find it.

Subject: Animations of Characters Inside Vehicles
Posted by Anonymous on Mon, 03 Feb 2003 13:09:00 GMT
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Maybe you could change the default pose so that the character is sitting down.

---

that means we would have to remake every chractrer and bones them in that position...I think my psot got dleeted because i said too much. lol [February 04, 2003, 01:36: Message edited by: psycoarmy]