Subject: custom animation question
Posted by GrayWolf on Fri, 27 Apr 2007 23:49:07 GMT

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I made a character and I want him to have custom animations. I know how to pretty much do everything but I have no idea how to see how many frames are in the default animation and what is going on during what frame.   I tried importing them into w3d viewer but It just shows some textures and never shows the animations or number of frames.

Subject: Re: custom animation question
Posted by GrayWolf on Sat, 28 Apr 2007 03:57:26 GMT

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Ok so nm I figured that out.

I need help though.

I made a monster type character that walks on 4 legs so I made a whole new set of bones for him. I printed out a list of the animations and the number of frames for them like

Havoc, running = H_A_a0a1 = 9 frames long

So I made my own using my skeleton

My monster running = M_E_a0a1 = 9 frames long

Things I need to know are

1. Can I limit the number of animations my monster will use? Like I don't really need a crouch animation because I don't want him to crouch.

2. How exactly do I set up the skin and bones from scratch? I can make the x thing thats the skin and I have to bones and I have the bones in the x thing but when I do that space wrap thing to my monster he dosent attach to the bones when I link him to them.
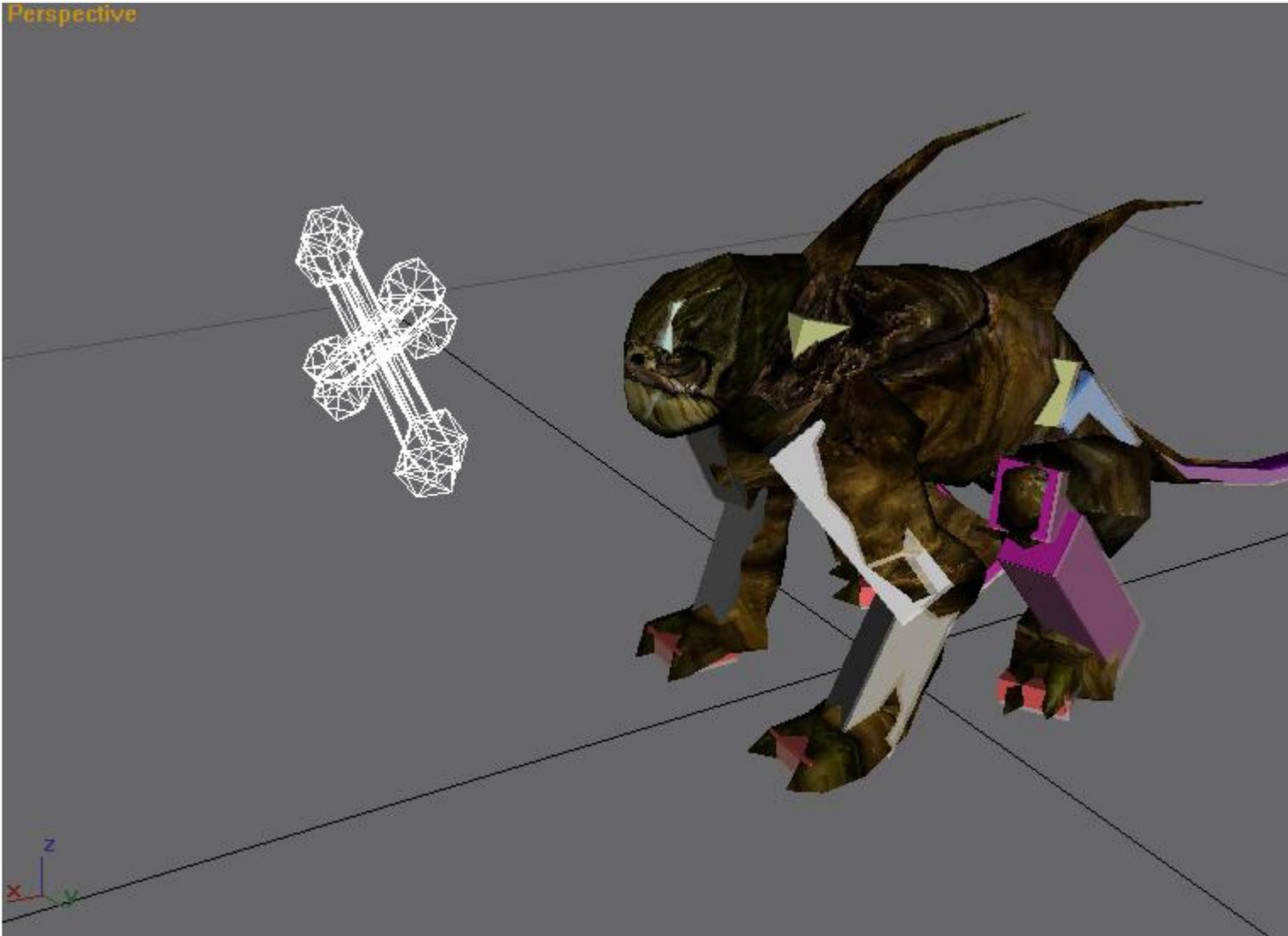
File Attachments
1) bones1.JPG, downloaded 579 times

Z

X Y

Subject: Re: custom animation question
Posted by danpaul88 on Sat, 28 Apr 2007 09:19:56 GMT
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Just export an animation of him standing still with the name of the crouch animation. Walking normally in place of crawling forward etc,

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Subject: Re: custom animation question
Posted by GrayWolf on Sat, 28 Apr 2007 18:12:15 GMT
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ok thats a good idea thanks

Subject: Re: custom animation question
Posted by GrayWolf on Sat, 28 Apr 2007 19:58:07 GMT

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Ok but I have a question... every time I export my animations and skeleton and character he still uses the same old skeleton and same old animations.

when i exported it i pointed it to my skeleton.
I pointed all the animations at my skeleton

I named my skeleton S_R_human

I named my animations h_r_****

I named the character S_R_monster

what am i doing wrong

Subject: Re: custom animation question
Posted by danpaul88 on Sat, 28 Apr 2007 23:30:26 GMT

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Are you using the "export using skeleton" option, and selecting your custom skeleton? Also remember that S_R_SKELETON must be exported using the skeleton export mode.

I know it works because I did the same thing before for one of my models. It's a real PITA to get it working properly though >.<

EDIT: Check out the Global Settings->HUMAN_ANIM_OVERRIDE section of Level Edit, you might need to setup some of the animations in there and link it to the infantry's preset (third(?) last option in the settings tab on the infantry preset)

Subject: Re: custom animation question
Posted by GrayWolf on Sun, 29 Apr 2007 04:57:33 GMT

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Yep that was it thanks a lot bud.