Subject: Animation names
Posted by Dealman on Tue, 18 Dec 2007 17:48:15 GMT
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Hello, I need to know the names of the animations that my new infantry units will be using. Most units will use their own skeleton, but I don't know what names the animations should have. If someone got a list or something useful please reply here I really need this help for my mod.

Sincerly,
Dealman, Leader and Founder of C&C Total Annihilation.

Subject: Re: Animation names
Posted by cnc95fan on Tue, 18 Dec 2007 17:49:47 GMT
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Huh? You can export them using your own names, if that's what you mean.

Subject: Re: Animation names
Posted by Dealman on Tue, 18 Dec 2007 17:51:39 GMT
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Doesn't the animations need specific names so Renegade knows when to play wich animation?

Subject: Re: Animation names
Posted by cnc95fan on Tue, 18 Dec 2007 17:53:01 GMT
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I don't think you animate infantry, just rig them... Then export, and it should work perfectly.

Subject: Re: Animation names
Posted by Dealman on Tue, 18 Dec 2007 17:55:42 GMT
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, This 'infantry' is an "K-Bot" wich is kind of an Robot, look my mod on mods.moddb for details. Also Danpaul88 told me if I don't do animations for them, like the jump animation it will end up like an hump of scrap.

Subject: Re: Animation names
Posted by Jerad2142 on Tue, 18 Dec 2007 18:12:20 GMT
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You can make your own skeletons, animations, and anything else. The only difference with human animations is that when you name those, they of course have to be unique, but you can only change one letter. (the middle letter IE: s_J_human).

Subject: Re: Animation names
Posted by Dealman on Tue, 18 Dec 2007 18:13:49 GMT
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Jerad Gray wrote on Tue, 18 December 2007 19:12You can make your own skeletons, animations, and anything else. The only difference with human animations is that when you name those, they of course have to be unique, but you can only change one letter. (the middle letter IE: s_J_human).

Yes, I knew that. But I asked for if animations needed special names or something. Like maybe s_J_human_run or something.

Subject: Re: Animation names
Posted by Jerad2142 on Tue, 18 Dec 2007 18:20:28 GMT
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Nope, keep in mind that the animations are exported using the skeleton, so thats how the game connects them.

Subject: Re: Animation names
Posted by Dealman on Tue, 18 Dec 2007 18:24:28 GMT
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Jerad Gray wrote on Tue, 18 December 2007 19:20Nope, keep in mind that the animations are exported using the skeleton, so thats how the game connects them.

Oh ok thanks. So I for instance make like this:

Take my robot, export it as skeleton (W3D) and name it s_A_Human. Then I make for instance the running animation and select to use "s_A_Human" as skeleton and export it under the name like "Robot1_Run" as W3D?

Subject: Re: Animation names
Posted by Jerad2142 on Thu, 20 Dec 2007 18:32:29 GMT
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No, the name has to match the name for the running animation under the a or b skeleton. And you

have to make your own skeleton if you don't want to override the original running animations.

Subject: Re: Animation names
Posted by Dealman on Fri, 21 Dec 2007 18:05:52 GMT
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So I take my model fix names of all body parts. Then I export it under the name s_a_human. Then I open the model back up, make a running animation then save it and in export settings I select to use s_a_human as the skeleton.

But what name should the file I'm exporting now be called? s_a_human_run? Or something like that?

Thanks for your help.

Subject: Re: Animation names
Posted by Jerad2142 on Wed, 02 Jan 2008 22:14:09 GMT
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///DO NOT\\\
save it as s_a_human unless you want it to override the normal animations, save it as s_d_human or something like that.

As for finding what the animations are, boot up level editor and look through the animations in the vehicle transitions menu.

Subject: Re: Animation names
Posted by mrÃ£Ã§Ä·z   on Wed, 02 Jan 2008 22:35:39 GMT
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need animation name of the basegate from mission map 3 i cant find it

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Subject: Re: Animation names
Posted by Veyrdite on Thu, 03 Jan 2008 09:28:21 GMT
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Go Total Annihilation!
So why did Westwood restrict the names like that?

Subject: Re: Animation names

Posted by [danpaul88](#) on Thu, 03 Jan 2008 09:52:30 GMT
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If they didn't how would the engine know what animation to look for? It can't just randomly pick a name out of thin air, hence the names have to have a pre-determined format so the engine knows what it's looking for.

Subject: Re: Animation names
Posted by [Dealman](#) on Thu, 03 Jan 2008 15:15:47 GMT
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danpaul88 wrote on Thu, 03 January 2008 10:52If they didn't how would the engine know what animation to look for? It can't just randomly pick a name out of thin air, hence the names have to have a pre-determined format so the engine knows what it's looking for.

If you need something explained, either 3D, scripting or something else this is the one to ask He got answers for everything!

Subject: Re: Animation names
Posted by [Veyrdite](#) on Fri, 04 Jan 2008 04:35:36 GMT
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Dealman wrote on Fri, 04 January 2008 02:15danpaul88 wrote on Thu, 03 January 2008 10:52If they didn't how would the engine know what animation to look for? It can't just randomly pick a name out of thin air, hence the names have to have a pre-determined format so the engine knows what it's looking for.

If you need something explained, either 3D, scripting or something else this is the one to ask He got answers for everything!

Ctrl+3

Subject: Re: Animation names
Posted by [Dealman](#) on Fri, 04 Jan 2008 12:04:39 GMT
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02:15danpaul88 wrote on Thu, 03 January 2008 10:52If they didn't how would the engine know what animation to look for? It can't just randomly pick a name out of thin air, hence the names have to have a pre-determined format so the engine knows what it's looking for.

If you need something explained, either 3D, scripting or something else this is the one to ask He got answers for everything!

Ctrl+3

Uhh what?

Subject: Re: Animation names
Posted by Slave on Fri, 04 Jan 2008 18:17:53 GMT
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CTRL + 3 = "Get out of the vehicle!"

Subject: Re: Animation names
Posted by Veyrdite on Fri, 04 Jan 2008 22:19:54 GMT
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Sorry, Ctrl+7