Subject: Need help
Posted by [Deafwasp] on Sat, 05 Apr 2003 01:48:22 GMT
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I need info on how to make an animation.

Also a question: Is there a damage zone that only damages vehicles? or possible vehicles but not harvesters?

Subject: Need help
Posted by [Titan1x77] on Sat, 05 Apr 2003 03:27:43 GMT
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what are you trying to animate?

I know very lil about animation but i know the basics...gimme some more info maybe i can help.

Subject: Need help
Posted by [Deafwasp] on Sat, 05 Apr 2003 04:43:27 GMT
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no, I just need info. I am making an animation of......Lets say "mutated plant life".

Subject: Need help
Posted by [General Havoc] on Sat, 05 Apr 2003 09:13:33 GMT
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There is, put a mesh over the damage area in RenX and apply your collision data except vehicle to that mesh. This will create a "floating" mesh but if you make it low enough you won't be able to tell it's floating. Then make the floating mesh invisible or texture it if you wish depending on the terrain underneath. Import to Leveledit and create a damage zone on the bottom plane as thin as possible so it doesn't intersect the top plane, this may require a lot of tewaking, probably best to align the Z axis using the coordinates of the zone. It should only need to be about 0.001 above the bottm mesh i think to apply damage. This will harv vehicles including the harvester though but not infantry. I don't remember if there was a vehicle damage zone but if there is not make a "Script_Zone_All" zone where i said the damage zone should be. Then attach "JFW_Apply_Damage_On_Enter" script to it and set the script parameters. See below for the parameters:

JFW_Apply_Damage_On_Enter (This script will apply damage to the object that entered the zone)

 Warhead (the warhead to use)
 Damage (how much damage to do)

Alternativly use this script:

JFW_Blow_Up_On_Enter (This script will create an explosion at the location of the object that entered the zone)
 Explosion (the explosion to create)

The explosion will do a set amount of damage depending on the type. E.G. a timed C4 explosion is likely to kill a hum-vee but not an APC. The damage is applied every few seconds whilst in the zone. You can also use modded explosion types.

_General Havoc

Subject: Need help
Posted by Deafwasp on Sat, 05 Apr 2003 20:04:41 GMT
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so basically that last part means mine feilds are possible?

Subject: Need help
Posted by General Havoc on Sat, 05 Apr 2003 20:29:47 GMT
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Yeah, minefields are possible, just clone something like timed C4 but lower the damage so it harms the vehicle slowly. Jon Wilson roccommends it for making minefileds in the script information files.

_General Havoc

Subject: Need help
Posted by killakanz on Sat, 05 Apr 2003 23:26:24 GMT
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Making animations is very simple.
Make a clone of the objects you want to animate. Uncheck export geometry in W3D Settings and hiracially link the orginal objects to their clones.
You have the frames bar at the bottom of the screen. Use the time configuration button towards the bottom right to set the timescale, frame count etc.
All your objects are in position at frame 0. Lets say you want your plant to sway back and forth. It should now look like it's leaning one way at the end of a sway, like it's leaning left.
Move the frame slider to the middle frame and press the animate button. It should turn red.
Rotate the clones, the original objects should turn with them. Rotate things untill the plant is leaning right. Press the Animate button again so it's no longer red.
Move the frame slider to the end and click Animate again so it's red.

Rotate the clones again so the plant leans left again, just how it was in Frame 0.
Press the animate button again so it's not red. Move the slider back to 0 and press the play button, see if your animation is any good.
If it spins round in circles instead of swaying, move the slider inbetween the first frame and the middle frame and hit animate so it's red. Rotate the clones untill the plant stands upright. Do the same at the midpoint between the middle and end frames.
Press play again and the plant should sway left to right and back again.

A few things to note, if you move objects when the Animate button is not pressed, it could drastically effect all the other frames in the animation. Also when somthing is moved while the animate button is pressed it creates a key for that object on that frame in the time bar (looks like a blue box), and the animation will automatically attempt to place the object in it's keys position and rotation on that frame. Always make sure you check the status of the animation button before moving anything!
Also, the only things you can modify in this sort of animation is position and rotation. You cannot modify the shape of the object during the animation. This wont work in Renegade without a WWskin.
That sort of animation requires use the WWskin and a lot more bones, very similar to tank treads.

Hope that helps

Subject: Need help
Posted by Deafwasp on Sun, 06 Apr 2003 03:31:48 GMT
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so objects that move ok, but not ones that change shape. So I cant have like a soldiar on the grond, and every few seconds he swigs from his canteen. Unless the head and arm are seperate peices? ok.