Subject: Vehicle attack animations
Posted by Poskov on Fri, 11 Apr 2008 21:30:49 GMT
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how do you make the chameleon's blades only spin when you attack?

Subject: Re: Vehicle attack animations
Posted by Gen_Blacky on Sat, 12 Apr 2008 18:34:10 GMT
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renx animation work

Subject: Re: Vehicle attack animations
Posted by Poskov on Sun, 13 Apr 2008 16:07:01 GMT
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isn't there a script or somethin' to make the blades only spin when attacking?

Subject: Re: Vehicle attack animations
Posted by Jerad2142 on Mon, 14 Apr 2008 14:41:23 GMT
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Right now to my knowledge the only script that can do firing animations is one of the RA2 scripts, but when I release my version of scripts.dll it will add a bunch of scripts, one of which well be able to do something much like this as well.

Subject: Re: Vehicle attack animations
Posted by Poskov on Tue, 15 Apr 2008 22:06:59 GMT
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how do you configure the script so the attack anim works?

Subject: Re: Vehicle attack animations
Posted by Jerad2142 on Wed, 16 Apr 2008 21:46:17 GMT
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List all its parameters and I will tell you what you need to put where, I am in class right now and have a lot of homework later, but if you could save me a few minutes by doing that it would be appreciated.

Subject: Re: Vehicle attack animations
Posted by Poskov on Wed, 16 Apr 2008 22:27:36 GMT
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ParentBone
MuzzleBone
Animation
FirstFrame
LastFrame
AfAnimation
AfFirstFrame
AfLastFrame
Time
TimerNumber

Subject: Re: Vehicle attack animations
Posted by Jerad2142 on Thu, 17 Apr 2008 04:28:40 GMT
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Poskov wrote on Wed, 16 April 2008 16:27ParentBone
MuzzleBone MuzzleA0
Animation name of the animation
FirstFrame 0
LastFrame -1
AfAnimation 0
AfFirstFrame 0
AfLastFrame 0
Time 0.1
TimerNumber 45645

Subject: Re: Vehicle attack animations
Posted by Poskov on Fri, 18 Apr 2008 11:10:50 GMT
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ParentBone (I leave this blank?)
MuzzleBone MuzzleA0 (Must it be this?)
Animation name of the animation
FirstFrame 0
LastFrame -1 (Must it be this?)
AfAnimation 0 (I put 0 here?)
AfFirstFrame 0
AfLastFrame 0
Time 0.1
TimerNumber 45645

When I attack, the animation just keeps playing, even when I exit
or stop firing

Subject: Re: Vehicle attack animations
Posted by Jerad2142 on Fri, 18 Apr 2008 13:47:43 GMT
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opps, sorry I forgot to say what parent bone was, set it to be Turret, and if it still keeps repeating.

AFAnimation should be an animation, I forgot about that as well, sorry about the confusion, I just
suggest it be the same animation as listed before.

As for lastframe, after I looked at some of my old work, I now see that it should be the actual last
frame if you want to keep it from repeating indefinitely.

Subject: Re: Vehicle attack animations
Posted by Poskov on Sun, 20 Apr 2008 13:28:00 GMT
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These are my script settings:

ParentBone	Turret
MuzzleBone	MuzzleA0
Animation	V_CHAMELEON.V_CHAMELEON
FirstFrame	0
LastFrame	9
AfAnimation	V_CHAMELEON.V_CHAMELEON0
AfFirstFrame	0
AfLastFrame	0
Time	0.1
TimerNumber	45645

But the Chameleon just keeps spinning its blades after I tap the fire button

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Subject: Re: Vehicle attack animations
Posted by Jerad2142 on Mon, 21 Apr 2008 14:48:54 GMT
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Poskov wrote on Sun, 20 April 2008 07:28These are my script settings:

ParentBone	Turret
MuzzleBone	MuzzleA0
Animation	V_CHAMELEON.V_CHAMELEON
FirstFrame	0

```
LastFrame              9
AfAnimation            V_CHAMELEON.V_CHAMELEON0
AfFirstFrame           0
AfLastFrame            0
Time            0.1
TimerNumber         45645
```

But the Chameleon just keeps spinning its blades after I tap the fire button
AfAnimation null.null

Try that.