Subject: Mech scripts
Posted by jlhill17 on Tue, 22 Nov 2011 00:22:28 GMT
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I've been working for hours on a mech, trying to get it to animate ingame using both the RebornIs_Mech and JFW_Vehicle_Animation scripts. I can't seem to get either one to work. The animation works when I simply set it as the vehicle animation in the settings tab of the preset in LevelEdit, but it doesn't run when I use it in either of the scripts. I tried exporting the model and animations in several different ways, but none of them work.

Do they maybe only work in a mix and not a mod package? Can anyone help me get any of these scripts to work?

Subject: Re: Mech scripts
Posted by E! on Wed, 23 Nov 2011 06:18:52 GMT
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the JFW_Vehicle_Animation Script should work. Where have u attached it to?(in LE in the Presets tree or straight to the Vehicle after placed on the map?) What Parameters have u used please post me all of them:
Animation
Subobject
FirstFrame
LastFrame
Blended
Time
TimerNum

Subject: Re: Mech scripts
Posted by Jerad2142 on Wed, 23 Nov 2011 09:14:13 GMT
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Just use the IsMech script. Export the model once as its standard name. Then once with _m at the end of its name (for its forward animation). And finally once with _b at the end of its name (for its backward animation).
EX:
Blah.w3d
Blah_m.w3d
Blah_b.w3d

Subject: Re: Mech scripts
Posted by kamuixmod on Wed, 23 Nov 2011 13:56:47 GMT
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when export it 3 times also on the standart time there is the whole animation already?
If yes, then u export the same model 3 times just with diff names or?

Subject: Re: Mech scripts
Posted by jlhill17 on Thu, 24 Nov 2011 10:47:51 GMT
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I tried exporting the model both as just a hierarchical model and as a hierarchical animated model, and I tried exporting the _m and _b animations as both hierarchical animated models and as pure animations. I tried several different combinations of different kinds of exports. Is there a specific way the stuff has to be exported for either script to work?

I attached JFW_vehicle_animation or Reborn_IsMech to the Medium Tank preset in the preset tree. I set up JFW_vehicle_animation like this:
Animation - vikingmech_A.vikingmech_A
Subobject - 0 (not sure what this is)
FirstFrame - 0
LastFrame - 41
Blended - 0 (the readme says this is only for infantry, is 0 correct?)
Time - 0.1
TimerNum - 9 (or whatever)

I put a spawner on the map to spawn my mech at startup. Whenever I attach the JFW script the game crashes right after loading and before the team selection screen. The Reborn script doesn't seem to do anything. The mech just slides across the ground with no animation.

So I have vikingmech.w3d, vikingmech_m.w3d, and vikingmech_b.w3d. How should I export each one from gmax? Pure animation? Animated model? Using a skeleton? What kind of animation do the scripts expect?

Subject: Re: Mech scripts
Posted by Jerad2142 on Thu, 24 Nov 2011 23:45:14 GMT
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Export all the models as hierarchical animated models, use basemodelname be the skeleton target for basemodelname_m and basemodelname_b. JFW_Vehicle_Animaton will try to override Reborn_IsMech, so if you do use it make sure that the animation JFW_Vehicle_Animation uses doesn't override any changes made by reborn is mech (IE, don't force set any bones in that animation that you are using for Reborn is mech).

Make sure basemodelname, basemodelname_m and basemodelname_b are all hierarchical animated models as well. If you do that Reborn_IsMech will work without JFW_Vehicle_Animation for sure, and if you do it all right it should hopefully work for JFW_Vehicle_Animation as well.

kamuixmod wrote on Wed, 23 November 2011 06:56when export it 3 times also on the standart time there is the whole animation already?
If yes, then u export the same model 3 times just with diff names or?
blah_B.w3d is backward animation
blah_m.w3d is forward
blah.w3d is just the model itself.

Subject: Re: Mech scripts
Posted by E! on Fri, 25 Nov 2011 06:12:48 GMT
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your script parameters are correct except for the animation name. as you said you don't got an animation named vikingmech_A.vikingmech_A
for JFW_Vehicle_Animation you only need 1 model exported as hierarchical animated model. for normal vehicles without move animation the hierarchical model is enough but the animation frames are only exported when export as hierarchical animated model. so if you export your standard model which would have the name vikingmech.w3d the animation inside this file would have the name vikingmech.vikingmech and that's what you have to set as animation parameter. Make sure that your Frames are set correctly in the export window of renx/3dsmax so that all your animation frames are exported into the file and not only 1(should fit to your script parameters first frame and last frame). I'm not sure about the reborn mech script because i haven't take a look into it right now but at least the JFW_Vehicle_Animation script should work then.

Subject: Re: Mech scripts
Posted by jlhill17 on Fri, 25 Nov 2011 08:02:24 GMT
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Jerad Gray wrote on Thu, 24 November 2011 16:45
Make sure basemodelname, basemodelname_m and basemodelname_b are all hierarchical animated models as well.

So is basemodelname.w3d a hierarchical animated model just without any animation since basemodelname_m & _b are the animations?

Subject: Re: Mech scripts
Posted by Jerad2142 on Fri, 25 Nov 2011 08:54:54 GMT
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It can have an animation, I just don't think the script well ever use it.

Subject: Re: Mech scripts

Posted by jlhill17 on Fri, 25 Nov 2011 15:20:44 GMT

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That's exactly what I needed. Reborn_IsMech works now. Thanks guys

Subject: Re: Mech scripts
Posted by jlhill17 on Mon, 28 Nov 2011 16:13:53 GMT

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I can do what I need with the reborn script, but just for trivia sake I tried the JFW script again as explained above, but it still gives me an internal error when I try to build a vehicle with this script attached. I set it up like I described above with the animation set to vikingmech.vikingmech as recommended. Any ideas?