
Subject: Animated projectile
Posted by [LR01](#) on Mon, 19 Nov 2012 19:44:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is it possible to do?

Subject: Re: Animated projectile
Posted by [danpaul88](#) on Mon, 19 Nov 2012 20:43:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, projectiles are not actual game objects and are not even transmitted over the network... clients simply generate bullets when a weapon is firing in the direction the weapon muzzle is facing. Thus why a bullet can appear in slightly different locations on two different clients (due to latency in updating the weapon position) and why hit detection is done client side.

Subject: Re: Animated projectile
Posted by [LR01](#) on Mon, 19 Nov 2012 21:08:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

That was short and simple. At least I know my search ends here, thanks.

Subject: Re: Animated projectile
Posted by [NACHO-ARG](#) on Mon, 19 Nov 2012 21:09:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

it can be done i think, though i dont know exactly how, you could start by studing the projectile of ghost stalker's railgun from c&c reborn infantry beta.

Subject: Re: Animated projectile
Posted by [N1warhead](#) on Tue, 20 Nov 2012 03:44:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've done it before on a previous mod, I don't have the slightest clue on how I did it, I forgot. I know it started with building a tank shell (3ds max.) Not sure if you can do it with guns its self, but I've done it with tanks at least.

Subject: Re: Animated projectile
Posted by [LR01](#) on Tue, 20 Nov 2012 19:59:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

I made a animated w3d but you can't setup the animation in LE for a ammo, nor can you attach any scripts to a ammo preset.
Which is why I don't know how to do it.

Subject: Re: Animated projectile
Posted by [Generalcamo](#) on Thu, 22 Nov 2012 04:42:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think it might relate to adding in a proxy into the bullet, at least I remember doing that for rockets.
You can't actually animate the projectile itself, but you CAN set a trail behind it.

Subject: Re: Animated projectile
Posted by [Jerad2142](#) on Wed, 28 Nov 2012 18:51:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

You might be able to fake an animation with LOD (assuming your projectile is supposed to animate while flying). That is the most creative solution I'll come up with; however, LODs only kick in if a certain poly threshold has been exceeded.

Otherwise you could do things like an animated texture to try and pull it off.

Subject: Re: Animated projectile
Posted by [Reaver11](#) on Sun, 02 Dec 2012 15:31:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Would it be possible to use a callbox to call in an animated missile/tile model and use an invisible box as the actual projectile?

What kind of projectile are you trying to make? Perhaps your idea could work with scrolling textures and emitters?

Subject: Re: Animated projectile
Posted by [LR01](#) on Sat, 08 Dec 2012 13:59:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reaver11 wrote on Sun, 02 December 2012 16:31Would it be possible to use a callbox to call in an animated missile/tile model and use an invisible box as the actual projectile?

What kind of projectile are you trying to make? Perhaps your idea could work with scrolling textures and emitters?

No, it's not that simple. I want a animated model, it can't be done by textures/emitters.

Subject: Re: Animated projectile

Posted by [jonwil](#) on Tue, 11 Dec 2012 02:55:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

As someone who knows exactly how the bullet logic works (and has a reverse-engineered copy of all the relevant code sitting in front of me) I can confirm that no, there is no way at all to make a projectile actually animate in the way you seem to want...
