
Subject: JFW_Vehicle_Animation_Trigger?
Posted by [roszek](#) on Thu, 10 Jan 2013 01:16:30 GMT
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Time (how long the timer should run for) ?

TimerNum (what number to use for the timer) ?

UpTrigger (first trigger to look for)

DownTrigger (second trigger to look for) ?

Can someone explain these settings; I don't understand.

For instance if i wanted to play some animation when I enter/exit a vehicle what value would I enter as trigger?

And what timer?

Subject: Re: JFW_Vehicle_Animation_Trigger?
Posted by [Troll King](#) on Thu, 10 Jan 2013 23:45:33 GMT
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When attached it will start a timer with number: "TimerNum" and with a time set to: "Time".

When the timer ends it does NOT check for the number.

So you really can leave the "TimerNum" just empty, it does the same job anyway.

Anyway when it's done it will check if it stored any positions of the object it's attached to, if not it will store them now. Then it will check if those stored positions changed from what they are now. (ie the object moved around...). If so it will save the new position of the object.

It will then check if it is NOT enabled.

it will then toggle it on.

It will try to start animation: "Animation" with the subobject "Subobject" and firstframe "FirstFrame", lastframe: "LastFrame" and final: "Blended" if the anim should be blended yes or no.

The timer will stop now.

Back to checking if it moved. If it didn't move then it will clear the current animation.

The script also checks for when it's animation is complete.

if it has completed the animation "Animation" then it will clear all it's animations and start it all over again with the same settings.

the script listens to the following customs:

if you send a custom with type = "UpTrigger"

it will then start an animation with all the params starting with "Up" and do the same as above.

the second custom type = "DownTrigger"

and will do the exact same as above but it uses the "Down" prefix.

That's about all it does, you can also use this script in SinglePlayer since it uses AutoSaveVariables

EDIT: sorry overlooked a line of code it does repeat its timer with the same settings...

EDIT #2: Don't get fooled by its name that it will only work on vehicles. thats bullshit.. However you will crash your server if you don't attach it to an object classified as a PhysicalGameObj

Subject: Re: JFW_Vehicle_Animation_Trigger?
Posted by [Jerad2142](#) on Fri, 11 Jan 2013 05:57:06 GMT
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Pro-tip: Never leave any script field "empty" that's the fastest way to crash le possible (usually strings are the only ones that you can actually pull off leaving empty, but there is a way to leave a number blanked out, but I don't remember how I did it).

Subject: Re: JFW_Vehicle_Animation_Trigger?
Posted by [Troll King](#) on Fri, 11 Jan 2013 17:47:41 GMT
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Well my knowledge zone lays at coding not at LE so in coding terms you can leave it empty idk about LE...

Subject: Re: JFW_Vehicle_Animation_Trigger?
Posted by [danpaul88](#) on Fri, 11 Jan 2013 17:49:37 GMT
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The fastest way to crash LE is to simply use it... that heap of junk crashes more often than any other program I've ever seen, including stuff we develop at work when in the really early pre-alpha stage.