

---

Subject: Animation

Posted by [boma57](#) on Sun, 01 Feb 2004 22:30:27 GMT

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

---

It's been awhile since I've done animation, and now I can't figure out what's going wrong.

I have a catapult (Not for the Fist of Fate mod ), but when I try to make it pull back, wait a few frames, then fire, it screws up. When pulled back, the arm has a bar that it rests on. I have it animated pulling back slightly above the bar, then releasing, but it keeps going all the way through the bar.

A visual is probably better than an explanation:

---

---

Subject: Animation

Posted by [Aircraftkiller](#) on Sun, 01 Feb 2004 23:21:02 GMT

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

---

It's a vehicle, so it won't animate in multiplayer, anyway...

---

---

Subject: Animation

Posted by [Jaspah](#) on Mon, 02 Feb 2004 02:14:01 GMT

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

---

It's hardly noticable...

---

---

Subject: Animation

Posted by [Aircraftkiller](#) on Mon, 02 Feb 2004 03:07:10 GMT

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

---

It's also doing that because you've got an animation pip\tick that's not on the time scale. Increase the time scale until you find another pip\tick, then delete it... It's trying to animate to that position on the pip\tick and you can't see it.

---

---

Subject: Animation

Posted by [Blazer](#) on Mon, 02 Feb 2004 03:31:18 GMT

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

---

Aircraftkiller!It's a vehicle, so it won't animate in multiplayer, anyway...

What about the chameleon, it has the animated thresher in the front. So isnt it indeed possible to

animate part of a vehicle? Also coming to mind are the rotors of the choppers in RenAlert.

---

---

Subject: Animation

Posted by [Aircraftkiller](#) on Mon, 02 Feb 2004 03:53:43 GMT

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

---

That's a looped animation, part of the vehicle, not a manual or target animation started by a specific event caused by the firing of a weapon, for example.

---

---

Subject: Animation

Posted by [Blazer](#) on Mon, 02 Feb 2004 04:44:28 GMT

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

---

So it is possible, except that it just loops without stopping In RenAlert how did you make the rotors stop turning when you get out?

---

---

Subject: Animation

Posted by [Aircraftkiller](#) on Mon, 02 Feb 2004 05:20:20 GMT

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

---

That's part of a VTOL vehicle setup, it's not an animation. Renegade just rotates the Rotor.00 bone that the blades are attached to, and stops or starts them when you get out or in, respectively.

---

---

Subject: Animation

Posted by [Blazer](#) on Mon, 02 Feb 2004 07:03:36 GMT

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

---

Hmmm so couldnt you fake it then by having a VTOL vehicle that cannot actually fly?

---