Subject: Re: Renegade Dog
Posted by danpaul88 on Sun, 18 Jun 2006 12:03:57 GMT
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GrayWolf wrote on Sun, 18 June 2006 08:51Wow that answered all my questions!!! Even ones I did'nt even ask yet! Thanks!

Edit: Just came up with another question. Ok so lets say I animate the tail how to I tell the engein when to make it wag?

For example how does the game know to use the legs moving animation when the guy is running?

Well thats why creating your own animations is hard, you have to manually create every single animation needed. If you miss any those actions default back to the animations for the s_a_human skeleton.

Here's a few to get you started, I didn't get around to doing the weapon ones yet. You have to create your own animations for all of these, and this is just a few of them... I went through always.dat trying to pinpoint which animations did what. These are just some rough notes I did on notepad, don't know how accurate they are.

Empty Hands
h_e_a0a0 - Idle

(Running)
h_e_a0a1 - Running
h_e_a0a2 - Run Backwards
h_e_a0a3 - Strafe Left
h_e_a0a4 - Strafe Right
h_e_a0a5 - V.Slow Walk Left (?)
h_e_a0a6 - V.Walk Walk Right (?)

(Walking)
h_e_a0b1 - Walking
h_e_a0b2 - Walk Backwards
h_e_a0b3 - Strafe Left
h_e_a0b4 - Strafe Right

(Crouching)
h_e_a0c0 - Idle
h_e_a0c1 - Move Forwards
h_e_a0c2 - Move Backwards
h_e_a0c3 - Strafe Left
h_e_a0c4 - Strafe Right
h_e_a0c5 - V.Slow Walk Left (?)
h_e_a0c6 - V.Walk Walk Right (?)

h_e_a0d# to h_e_a0l#
These appear to be animations for transitioning between Run, Jump, Walk and Crouch, and other misc. items
h_e_a0j# are the jump animations

h_e_a0a0_### are loiter files and other misc animations

h_e_### appear to be death animations and damage taken animations. h_e_6## are the death ones. Also includes ladder animations.

Holding Weapon at Chest
h_e_b0a0 - Idle

(Running)
h_e_b0a1 - Running
h_e_b0a2 - Run Backwards
h_e_b0a3 - Strafe Left
h_e_b0a4 - Strafe Right
h_e_b0a5 - V.Slow Walk Left (?)
h_e_b0a6 - V.Walk Walk Right (?)

(Walking)
h_e_b0b1 - Walking
h_e_b0b2 - Walk Backwards
h_e_b0b3 - Strafe Left
h_e_b0b4 - Strafe Right

(Crouching)
h_e_b0c0 - Idle
h_e_b0c1 - Move Forwards
h_e_b0c2 - Move Backwards
h_e_b0c3 - Strafe Left
h_e_b0c4 - Strafe Right
h_e_b0c5 - V.Slow Walk Left (?)

h_e_b0j# are the jump animations
h_e_b0c6 - V.Walk Walk Right (?)

When your done with them all your LE folder might look something like this - note I used D instead of E, but later I found out that mobius (with powersuit) and perhaps other models use this letter, so don't use D unless you want to mess up mobius ;);

File Attachments

1) ss_4.jpg, downloaded 830 times