
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 didn't even ask yet! Thanks!

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

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

Well that's 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 you're 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

peewee

File Edit View Favorites Tools Help

Back Search Folders

Address: C:\Renegade Mapping\Mod Tools\LevelEdit\old_le_files\arm\kbots\peewee

File and Folder Tasks

- Make a new folder
- Publish this folder to the Web
- Share this folder

Other Places

- kbots
- My Documents
- Shared Documents
- My Computer
- My Network Places

Details

peewee
File Folder
Date Modified: 12 June 2006, 15:56

a_peewee	Paint Shop Pro 9 Image	232 KB	h_d_a0a0	W3D File	1 KB	h_d_a0a1	W3D File	3 KB
h_d_a0a2	W3D File	3 KB	h_d_a0a3	W3D File	3 KB	h_d_a0a4	W3D File	3 KB
h_d_a0b0	W3D File	3 KB	h_d_a0b1	W3D File	3 KB	h_d_a0b2	W3D File	3 KB
h_d_a0b3	W3D File	3 KB	h_d_a0b4	W3D File	3 KB	h_d_a0c0	W3D File	3 KB
h_d_a0c1	W3D File	3 KB	h_d_a0c2	W3D File	3 KB	h_d_a0c3	W3D File	3 KB
h_d_a0c4	W3D File	3 KB	h_d_a0j0	W3D File	3 KB	h_d_a0j1	W3D File	3 KB
h_d_a0j2	W3D File	3 KB	h_d_a0j3	W3D File	3 KB	h_d_a0j4	W3D File	3 KB
h_d_b0a0	W3D File	3 KB	h_d_b0a1	W3D File	3 KB	h_d_b0a2	W3D File	3 KB
h_d_b0a3	W3D File	3 KB	h_d_b0a4	W3D File	3 KB	h_d_b0b0	W3D File	3 KB
h_d_b0b1	W3D File	3 KB	h_d_b0b2	W3D File	3 KB	h_d_b0b3	W3D File	3 KB
h_d_b0b4	W3D File	3 KB	h_d_b0c0	W3D File	3 KB	h_d_b0c1	W3D File	3 KB