Subject: Re: Changelist for scripts.dll 4.0
Posted by TruYuri on Sun, 22 Jun 2008 12:41:04 GMT
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jonwil wrote on Sun, 22 June 2008 07:21Dthdealer, can you explain what an animation twiddler is and how you make one in leveledit/renx/whatever?

As far as I know, it is a "randomizer" of a happening, usually with sound, that activates at a certain event. For example, you would get shot and your character would yell "ow!", and he would do this all the time unless a twiddler was there to randomly choose between "Ow!", "Ah!", "Youch!", and "That tickles!". Of course, he wants this with animation instead, and by that I think he either means he wants seperate flying animations to be chosen by random, or he wants random events such as a character scratching his head or stretching his arms to be activated when a user is idle ingame, as the current characters do. I think he just wants seperate flying animations though.

Of course, that all is only true if that's what a twiddler is. I'm not exactly sure.