Posted by GrayWolf on Sun, 18 Jun 2006 07:42:28 GMT
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I am working on a dog for renegade... I modded the male bones for him so he would run like a dog and do everything like a dog.  However when I try to use the dog in the map it is obvious that he is still using the regular man skeleton.  Is it possible and how do I make it so my dog uses the bones I made for him.

I made bones for him to follow, you know like S_A_Human well I made one like that but for a dog. BTW I am not the artist responsible for this dog.
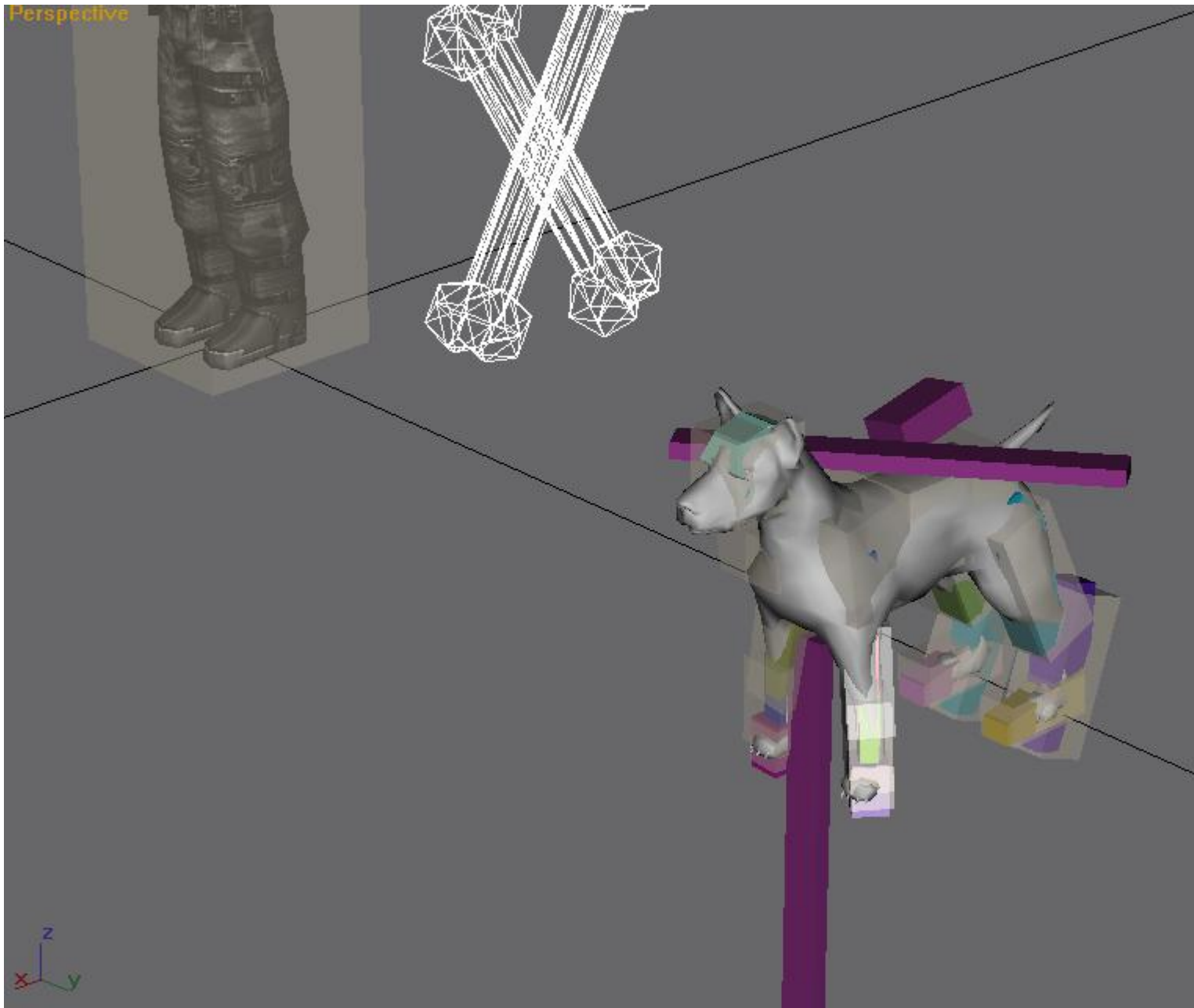

Any ideas?


File Attachments
1) ScreenShot01.jpg, downloaded 967 times

2) ScreenShot02.jpg, downloaded 971 times

3) dog.jpg, downloaded 968 times

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**Subject: Re: Renegade Dog**
Posted by danpaul88 on Sun, 18 Jun 2006 07:48:44 GMT
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you have to export the skeleton as S_E_Human (afaik the first letter not already used by renegade models).

Then export the animations as h_e_a0a0 etc, using export using existing skeleton option, and pointing to the skeleton you exported.

The actual model should be exported with the existing skeleton option as well, EG dog.w3d

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EDIT: btw, using this method you can use a completely different set of bones to those used by the renegade models if you want, or add extra ones such as one for the tail...

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Subject: Re: Renegade Dog
Posted by GrayWolf on Sun, 18 Jun 2006 07:51:42 GMT
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Wow 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?

---

Subject: Re: Renegade Dog
Posted by icedog90 on Sun, 18 Jun 2006 08:46:51 GMT
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if it works right can you do a video? I'm curious.

---

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
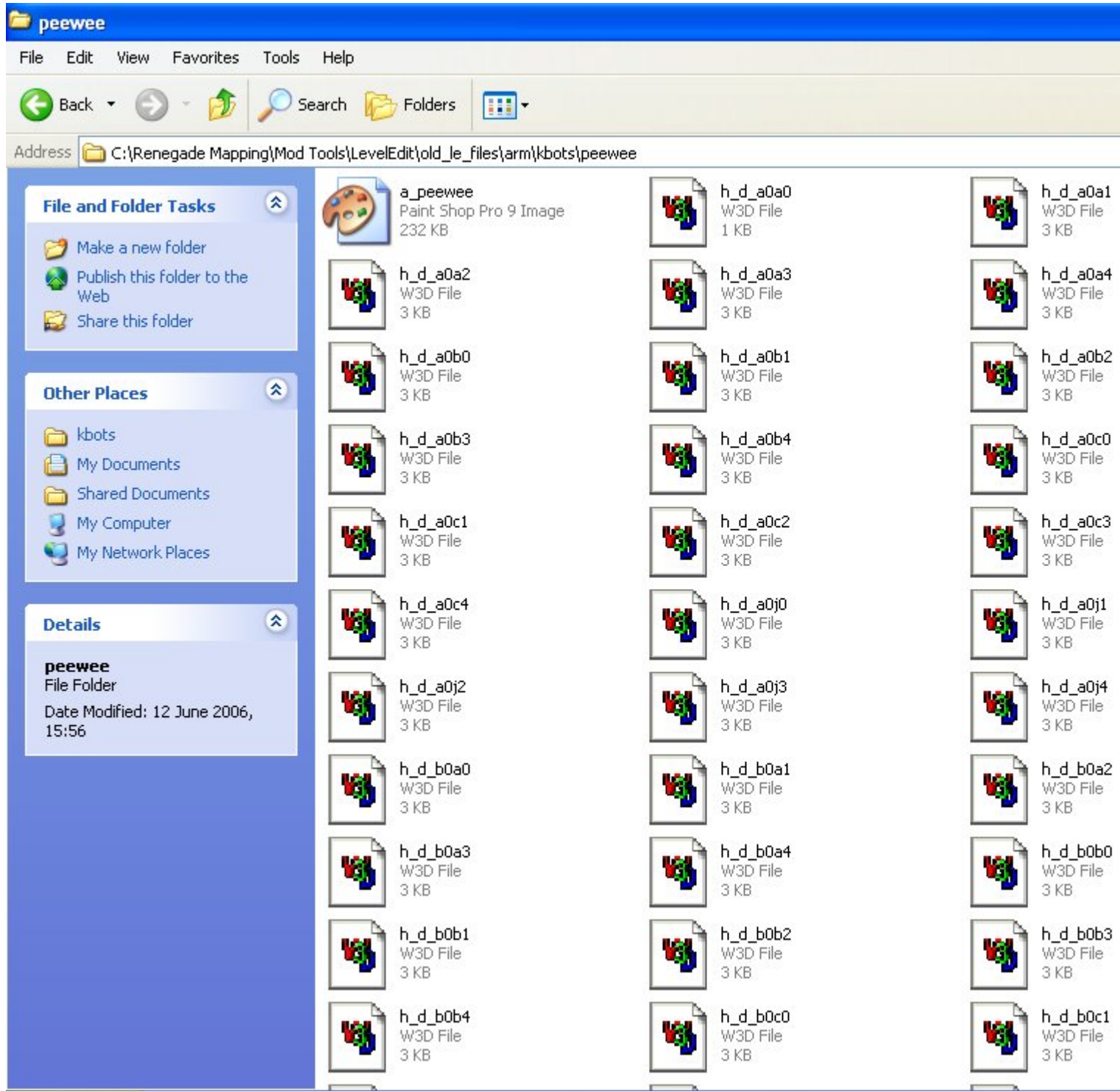h_e_b0c6 - V.Walk Walk Right (?)

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 826 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 |
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| h_d_a0j4 | W3D File | 3 KB |
| h_d_b0a0 | W3D File | 3 KB |
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| h_d_b0c1 | W3D File | 3 KB |

Subject: Re: Renegade Dog
Posted by OWA on Sun, 18 Jun 2006 15:45:43 GMT
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The ren engine is pushing new boundarys for itself i see

Subject: Re: Renegade Dog
Posted by Aprime on Sun, 18 Jun 2006 15:47:54 GMT
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That's really far from being new, but yeah, upload a clip so we can see the animation once you're done (please).

---

Subject: Re: Renegade Dog
Posted by GrayWolf on Sun, 18 Jun 2006 16:39:46 GMT
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Ok I think I'm doing something wrong.

How many frames do you suggest for each animation?

And also do you have any Idead why mu dog is all streched out like this?

Is there a tutorial maybe I could read

File Attachments
1) ScreenShot03.JPG, downloaded 779 times

NW

EVA

049

Credits: 0
Time Remaining: 00:37:3

Subject: Re: Renegade Dog
Posted by danpaul88 on Sun, 18 Jun 2006 17:23:04 GMT
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I never managed to find any useful tutorials on it, ended up wrestling with the renegade engine for several days trying to get it to do what I wanted.

When making my animations I opened the ones from always.dat in w3d viewer, to see how long they were (number of frames is shown at bottom of w3d viewer), and as a rough guide to how to animate it.. but then my model was a biped and more similar to the originals.

Subject: Re: Renegade Dog
Posted by JeepRubi on Sun, 18 Jun 2006 21:19:11 GMT
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I dont think it matters because its just replaying the animations over and over again. I think youd just want the steps right so hes not moon walking.

Subject: Re: Renegade Dog
Posted by danpaul88 on Sun, 18 Jun 2006 21:23:54 GMT
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yeah, but the movement speed is the same with 5 frames or 500, so you need to time the movement to match the momentment speed in ren or it wont look right

Subject: Re: Renegade Dog
Posted by GrayWolf on Tue, 20 Jun 2006 23:28:41 GMT
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I can't seem to get it to work.


can someone give me a quick how to starting from I have a dog model and the dog model is boned... I wonder If im exporting files the wrong way or something.

Subject: Re: Renegade Dog
Posted by GrayWolf on Thu, 22 Jun 2006 19:30:55 GMT
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bump

Subject: Re: Renegade Dog
Posted by danpaul88 on Thu, 22 Jun 2006 20:08:40 GMT
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it's been a long time since I did anything like this, if I get some free time I might look into making some kind of guide to creating custom character models...

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Subject: Re: Renegade Dog
Posted by Jerad2142 on Thu, 06 Jul 2006 01:29:44 GMT
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 Okay for starters your dog is all stretched out because of an occasional glitch that happens when you do WW Skin Binding in RenX just redo the linking to the bones.
 Also the run animations must be the same length as the soldiers run animations beings renegade speeds up or slows down the animation depending on how fast a charter is moving.
If you still have questions e-mail me at

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