Subject: Building Destruction not showing Player
Posted by kamuixmod on Mon, 10 Oct 2011 21:56:23 GMT
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also in LE we did setup a Building like Hon or so but with Damage stages. So when you kill a Building, the building its model blows and the wreckage of it lies in front of it. For Example a Bridge which cracked in the middle and collapsed.
After killing the Bridge and rejoining, the Player sees the Bridge so as if it never was killed. but when utry to walk on the "illusion" bridge. you fall through it. So its showing something completely wrong than it is. The Bridge is killed but it shows the Bridge after rejoin the Alife state.

This problem didnt occur on scripts 3.4.4, so any idea?

Subject: Re: Building Destruction not showing Player
Posted by danpaul88 on Tue, 11 Oct 2011 13:43:37 GMT
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Could be that the netcode is failing to inform new players of the correct animation frame for the 'destroyed' state when they join and, since there is no ongoing animation, they never get an update with the correct frame number.

Just a wild guess, this sounds like StealthEyes department though, he knows the most about how the netcode works I believe.

Subject: Re: Building Destruction not showing Player
Posted by GEORGE ZIMMER on Tue, 11 Oct 2011 14:05:42 GMT
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I don't know shit about coding, but shouldn't there be something in place that basically says "hey here's what this building's state is" to every player any time they join?

Subject: Re: Building Destruction not showing Player
Posted by danpaul88 on Tue, 11 Oct 2011 14:15:49 GMT
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If I understand what he has done correctly he is not using building controllers and is instead creating 'buildings' as vehicle objects which spawn a destroyed object upon their destruction which has an animation. Not entirely certain though, if I am wrong perhaps he could post a clarification? Perhaps a few screenshots of LevelEdit presets so the TT team could replicate a similar setup for debugging purposes.

EDIT;
But, regardless, you're correct, upon player join they should be informed of all applicable object

states. In this instance it appears as if the animation frame state is not being sent at join, if I understood his post correctly.

Subject: Re: Building Destruction not showing Player
Posted by iRANian on Tue, 11 Oct 2011 14:21:58 GMT
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Does this also affect the bridge on RA_GuardDuty?

Subject: Re: Building Destruction not showing Player
Posted by StealthEye on Tue, 11 Oct 2011 14:22:18 GMT
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It's not really my department, since I don't know how those damage states work, which is where the problem lies. But you are right that it is likely not sending the damage state/animation frame/whatever it is supposed to send to sync up.

Subject: Re: Building Destruction not showing Player
Posted by danpaul88 on Tue, 11 Oct 2011 14:22:51 GMT
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iRANian wrote on Tue, 11 October 2011 15:21Does this also affect the bridge on RA_GuardDuty?

Does that show a similar bug? If so then yes, it's probably the same thing.

Subject: Re: Building Destruction not showing Player
Posted by kamuixmod on Tue, 11 Oct 2011 14:31:37 GMT
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no, im using Building Controllers.
i used the Alive state Frame0=0 Frame1=0 and the destroyed state
Frame0=300 Frame1=300

The model is in the TIle list as Buildingaggregate.
Animation is manual and Animate_linear or so.

i remember there are buildings which collapse on Mutationredux like the Hand of nod, there falls the ball out of the hand to the ground. Its something like that, just a bridge that collapses with the Animation

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Subject: Re: Building Destruction not showing Player
Posted by danpaul88 on Tue, 11 Oct 2011 14:38:23 GMT

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OK, I was assuming you had done it the way I would have done it, since its easier to control 'vehicle' buildings via scripts than it is to control actual building controllers.

Still, what you described *should* work, although the destruction animation type should probably be target rather than linear I believe, and your destroyed state should be frame 0=0, frame1=300. Not sure though, its been a while since I setup building damage states. Give it a go and see if it helps, if not then its easy to swap the values back

Subject: Re: Building Destruction not showing Player
Posted by Mauler on Wed, 12 Oct 2011 04:42:12 GMT

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Well i have created some destruction animations that just change textures not actual animations of things breaking off etc.. I assume it might be an issue the the animation frame settings

The way i did my frames for this animation was kept simple, i only used 9 frames in total to achieve what i wanted and it worked great

But unsure if this would work with your method.... why not try mixing my method and yours to see what happens..

VIDEO LINK OF MY ANIMATION FEATURE
animation i had set up included cracks,emitters,textures that pop up at specific stages of damage, just like stock renegade buildings.

The interior and exterior were proxy's on this test level and the both the exterior and interiors were tiles..

Collision mode: None
Animation mode: Manual
AnimLogicMode: Anim_Logic_linear
Animation Enabled: Checked all frames

Frame 0 - 100% Health/ Power ON
Frame 1 - 75% Health/ Power ON
Frame 2 - 50% Health/ Power ON
Frame 3 - 25% Health/ Power ON
Frame 4 - 0% Health/ Power OFF

Frame 5 - 100% Health/ Power OFF
Frame 6 - 75% Health/ Power OFF
Frame 7 - 50% Health/ Power OFF
Frame 8 - 25% Health/ Power OFF

Frame 9 - 0% Health/ Power OFF

Subject: Re: Building Destruction not showing Player
Posted by TankClash on Wed, 12 Oct 2011 05:43:16 GMT
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