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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 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 937 times

The screenshot shows a Windows Explorer window with the following details:

- Address Bar:** 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
- Files:**
  - 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
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  - h\_d\_b0b4**: W3D File, 3 KB
  - h\_d\_b0c0**: W3D File, 3 KB
  - h\_d\_b0c1**: W3D File, 3 KB