Subject: Walking Mechs
Posted by Anonymous on Wed, 22 Jan 2003 13:38:00 GMT
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Can someone give me a few pointers on making mech walking animations that stop when the mech stops? This would be very very very usful.thanks

Subject: Walking Mechs
Posted by Anonymous on Wed, 22 Jan 2003 13:45:00 GMT
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Unortunately it is not possible   , the best you can get is a looping animation.

Subject: Walking Mechs
Posted by Anonymous on Wed, 22 Jan 2003 14:18:00 GMT
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I thought the Reborn team found a way...

Subject: Walking Mechs
Posted by Anonymous on Wed, 22 Jan 2003 14:33:00 GMT
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yeah they got the things walking and a very good job they did of it. However if you have seen any of there prieview videos of the walking unit you will see that there always walking. As of yet there is no way to overcom it. Maybe there will be a script developed to overcome this if its possible.

Subject: Walking Mechs
Posted by Anonymous on Wed, 22 Jan 2003 15:14:00 GMT
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HiDoes anyone know what program you use to make videos of Renegade?

Subject: Walking Mechs
Posted by Anonymous on Wed, 22 Jan 2003 15:22:00 GMT
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ok, um... any pointers of making a walking animation that works in renegade? Does it involve WWskin?

Subject: Walking Mechs
Posted by Anonymous on Wed, 22 Jan 2003 15:23:00 GMT
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and also I'm guessing it'll be the same for flapping aircraft wings...

Subject: Walking Mechs
Posted by Anonymous on Wed, 22 Jan 2003 15:23:00 GMT
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I just record it to my VCR, then play it back into my computer and edit it there. It will cost you 70 dollars my way.

Subject: Walking Mechs
Posted by Anonymous on Wed, 22 Jan 2003 15:45:00 GMT
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Snag It will do the job you need a fairly fast computer to do this tough with Snag It you record everything that happens on the screen and contary to popular beleif you can record sound. You can get it here at Techsmith. I would recommend asking djlaptop he has made some goos movies over at Beacon Pedestal ... [January 22, 2003, 15:49: Message edited by: Sk8rRIMuk]

Subject: Walking Mechs
Posted by Anonymous on Wed, 22 Jan 2003 15:45:00 GMT
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Yeah you need a graphics card with VIVO (Video In - Video Out) then a VCR to record it. This is not the best quality though. Alternativly you need 2 PC's one with a grahics card supporting Video out (runs renegade) and the second one to have a video input to record it. [January 22, 2003, 15:45: Message edited by: General Havoc]

Subject: Walking Mechs
Posted by Anonymous on Wed, 22 Jan 2003 18:47:00 GMT
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Yes killa, You make the animation in renx, but the issue is it will repeat the animation, never stopping. There has been some posts that havoc asked about walking... but it can't be stopped, you will end up with a Mech that walks in place. But it still looks so cool!

Subject: Walking Mechs

Posted by on Wed, 22 Jan 2003 18:54:00 GMT
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If Set_Animation and Set_Animation_Frame worked in MP, it might be possible. But they dont

Subject: Walking Mechs
Posted by Anonymous on Wed, 22 Jan 2003 18:59:00 GMT
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Couldnt u make a script for the vehicle so that when u press the forward button it would start the walking animation etc?

Subject: Walking Mechs
Posted by Anonymous on Wed, 22 Jan 2003 19:12:00 GMT
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I dont know the first thing about scripting =(

Subject: Walking Mechs
Posted by Anonymous on Wed, 22 Jan 2003 21:08:00 GMT
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Well if Set_Animation and Set_Animation_Frame worked in MP, I would do just that (make a script for walkers, mechs etc)

Subject: Walking Mechs
Posted by Anonymous on Wed, 22 Jan 2003 21:19:00 GMT
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ooh.By the way johnathan, did you read that post I made in the other thread? I was wondering if someone has/could make a script where object patrols waypath and moves to collide with target, untill either target is destroyed or moves to far from waypath.Is that described well? [January 22, 2003, 21:19: Message edited by: killakanz]

Subject: Walking Mechs
Posted by Anonymous on Thu, 23 Jan 2003 10:57:00 GMT
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Search web for :CAMTASIA RECORDER .When you find it and download it ,contact me for serial .

Subject: Walking Mechs
Posted by Anonymous on Thu, 23 Jan 2003 15:52:00 GMT
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FINALLY! AN ANSWER!

Subject: Walking Mechs
Posted by Anonymous on Fri, 24 Jan 2003 00:19:00 GMT
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Camtasia suck, get Snag It, use the video capture utility, get about 15 more fps than with Camtasia... same company wierd huh...

Subject: Walking Mechs
Posted by Anonymous on Fri, 24 Jan 2003 18:04:00 GMT
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I still haven't really been told how to make a vehicle animation that works in game, any tutorials out there? And can any scripter script up that lasy post??!

Subject: Walking Mechs
Posted by Anonymous on Sat, 25 Jan 2003 02:18:00 GMT
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What about a vehicle? The wheels stop spinning when you stop.. why can't the legs of a mech stop?

Subject: Walking Mechs
Posted by Anonymous on Sat, 25 Jan 2003 02:50:00 GMT
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So insteed of a bone spinning full way around it goes forward a bit then goes back. Me have no clue.

Subject: Walking Mechs
Posted by Anonymous on Sat, 25 Jan 2003 06:49:00 GMT
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cant you script the animation to start when player gets in (or presses forward?) and then stop when he gets out (or hits crouch or something?)

Subject: Walking Mechs
Posted by Anonymous on Sat, 25 Jan 2003 12:25:00 GMT
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I may know, how to do that, but I must resarch a bit before I can tell you it works.