Subject: Giant Boat Animation
Posted by Burn on Sat, 03 Jul 2010 15:29:00 GMT
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Hey guys.. I was wondering if anyone had any experience with this before...

Basically I'm making a map where it's at a docking facility and there's a giant boat that's docked there, and my idea was to make it a giant Animated Mesh that moves up, down, left and right slightly so when you step on the boat, it feels like you're really on a boat and might make aiming more difficult.

Does anyone know if Renegade will yell at me for trying to do this? Do I have to limit the amount of polygons I try to animate?

I tried something similar to this before and it worked but I had way less polygons and seemed to work alright.

Thanks!

Subject: Re: Giant Boat Animation
Posted by ErroR on Mon, 05 Jul 2010 20:09:31 GMT
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You could just make a boat and set physical collisions. Experiment (better than no replyes at all i guess)

Subject: Re: Giant Boat Animation
Posted by my486CPU on Sun, 11 Jul 2010 15:18:09 GMT
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I dunno maybe you could just make some animated wave tiles and set the collision mode to push in the editor. I was actually thinking of trying that on a stream with some animated tiles under it. like the person above me said just experiment ...you could probably get something close to what you want.

Btw as far as limit there is one I ran into it a while back I don't remember what the sector size was but the editor would crash with a memory error when I was running the pathfinder. I actually had to redo the map.

Subject: Re: Giant Boat Animation
Posted by reborn on Sun, 11 Jul 2010 15:51:21 GMT
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C'mon man, go for it and post some screenies/vids. It's an interesting idea!

Subject: Re: Giant Boat Animation
Posted by ErroR on Mon, 12 Jul 2010 12:43:45 GMT
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my486CPU wrote on Sun, 11 July 2010 18:18I dunno maybe you could just make some animated wave tiles and set the collision mode to push in the editor. I was actually thinking of trying that on a stream with some animated tiles under it. like the person above me said just experiment ...you could probably get something close to what you want.

Btw as far as limit there is one I ran into it a while back I don't remember what the sector size was but the editor would crash with a memory error when I was running the pathfinder. I actually had to redo the map.
wouldn't that cause blue hell at some point? or make put the player in a constant fall state.