
Subject: Set_Animation(params);
Posted by [reborn](#) on Mon, 13 Dec 2010 10:30:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

When you force a player to perform an animation (such as the taunts in SSGM) you put them into a different state; They take no damage and cannot use their weapons or indeed move (control of the player is temporarily lost until the animation is finished).

Is there any way to stop them from entering that state, or remove the effects of that state while still playing the animation?

I do not care if the only way to accomplish this is a hack. I am just curious if it can be done, and if so, then how it can be done.

Subject: Re: Set_Animation(params);
Posted by [danpaul88](#) on Mon, 13 Dec 2010 11:08:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Look around for something to set the Human State parameter of the infantry unit, it might be something to do with that. Although, if it is, then changing it back might halt the animation anyway.

One (EXREMELY HACKY) solution if you can't find anything else that works would be to make the infantry unit invisible, spawn a COPY of the infantry unit, disable the copys collision settings, attach it to the original infantry unit (so they move together) and run the animation on that copy instead, and once the animation completes delete the copy and set the original infantry back to visible.

Yes, it would be an incredibly ugly and dirty hack, but it should get the job done (the invisible original infantry would still take damage, although the collision meshes would not line up perfectly with the mesh positions of the animated one... shooting for the body in this instance would work well)

Subject: Re: Set_Animation(params);
Posted by [Jerad2142](#) on Fri, 07 Jan 2011 00:13:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

4.0 should have fixed this if I remember correctly, otherwise the only hack to make it work only works for the host of the game, you'd have to create a bunch of Remote Process Calls to the client to make it work for them.

Edit: And in my method the infantry would still be unable to move, just use their gun and take damage.
