
Subject: animation question

Posted by [my486CPU](#) on Fri, 04 Mar 2011 03:05:11 GMT

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I created an aggregate for a building I am working on (well finished with) and I set up an animated crate to move from one structure to the other of same building, I did this by assigning a path constraint controller to an object to follow a spline, and it works fine (does what it is supposed to), but the problem I am having is that when I run the map I have to be looking directly at the object otherwise it becomes invisible (if I turn to one side or the other it disappears). It kinda looks like a VIS glitch but this happens with or without the VIS system set up.

Does anyone have any idea as to what could be causing this?

A screen shot cant show you what I mean but I will put one in anyway 'cause people seem to always want one :/

File Attachments

1) [aScreenShot.jpg](#), downloaded 755 times



i actually don't understand how u created the animation but what mod have u created that building for?

E! wrote on Fri, 04 March 2011 01:11i actually don't understand how u created the animation but what mod have u created that building for?

I thought I might try my hand at a Generals/Ren mod. That building is the Chinese war factory (as close as I could come to it), I am hoping someone might know how I could fix that little glitch I'm having.

Subject: Re: animation question
Posted by [Omar007](#) on Fri, 04 Mar 2011 09:01:00 GMT
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I don't know much about modeling but the way you set up the animation should work. The animation is part of the models exterior right?

Also there already is a Generals/Ren mod. It's called Scud Storm

Subject: Re: animation question
Posted by [my486CPU](#) on Fri, 04 Mar 2011 10:18:18 GMT
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Omar007 wrote on Fri, 04 March 2011 04:01I don't know much about modeling but the way you set up the animation should work. The animation is part of the models exterior right?

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The animation itself works fine, the problem is if I turn left or right the object disappears, the object is still moving it just can't be seen unless I am looking straight at it. If anyone has any ideas as to what could be causing that I would really appreciate it.

As far as "scud storm", I believe if you install it you wont be able to play renegade, plus I was told that they simply extracted the models and skins from generals. That would probably look pretty horrific in 1st/3rd.

Subject: Re: animation question
Posted by [Gen_Blacky](#) on Fri, 04 Mar 2011 10:44:10 GMT
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my486CPU wrote on Fri, 04 March 2011 03:18Omar007 wrote on Fri, 04 March 2011 04:01I don't know much about modeling but the way you set up the animation should work. The animation is part of the models exterior right?

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video sounds like a vis problem try discarding vis data then reexport

Subject: Re: animation question

Posted by [my486CPU](#) on Sun, 06 Mar 2011 05:00:36 GMT

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I was never able to fix the problem with the animated crate; and I tried everything.

Anyway, I thought I would add animation to the crane (its supposed to move back-and-forth when you drive on a platform) for that building just to see if I would have the same problem, and I did, have the same problem.

So I tried a bunch of different things and got some weird results.

Results before vis-

When exporting the model with the slider set at the first frame of the animation, I had no strange type glitch such as I described at the beginning of this thread, but only on the first frame of the animation the glitch occurred on every frame after.

When exporting with slider set at the last frame it occurred only on the first frame the rest of the frames were fine.

results after setting up a vis system-
Vis didn't fix anything it made things worse.

When exporting again on the first frame I was actually able to walk through the object on every frame but the first.

Exporting the model set to the last frame, I was able to walk through the object but only on the first frame.

Anyone have any idea what I am doing wrong?

Subject: Re: animation question
Posted by [saberhawk](#) on Sun, 06 Mar 2011 06:11:46 GMT
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It's likely being culled by the view frustum. Basically, you need to make sure that the base object's bounding box is large enough to contain the entire animation.

Subject: Re: animation question
Posted by [my486CPU](#) on Sun, 06 Mar 2011 09:14:04 GMT
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saberhawk wrote on Sun, 06 March 2011 01:11It's likely being culled by the view frustum. Basically, you need to make sure that the base object's bounding box is large enough to contain the entire animation.

I had the bounding boxes linked to the objects. I changed them to encapsulate the entire path, as you suggested, ended up with some big @\$\$ bounding boxes, but IT WORKED!!! I was so close to tossing my comp through a window... Thank you very much for resolving my little problem.
