
Subject: Help requested! :) - Vehicle animations
Posted by [UnitXc](#) on Sun, 27 Apr 2014 22:39:45 GMT
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hi. about 6 years ago i made some models for fun that were fps versions of C&C generals vehicles, there happened to be a mod going for renegade with that ambition, and i joined it for a short time before uni took over.

I recently found the old 3ds max files i used to make them and updated them with textures (i didnt know how to texture back then)

I want to implement the Gatling tank into future maps I make but im stumped as to how I

1. rig the tank so it can go into renegade.
2. animate the tank to make the barrels spin when shooting

ive done maps, but i dont know how to do vehicles so thats the next thing i want to tackle, simply because its fun

Pretty pictures

Subject: Re: Help requested! :) - Vehicle animations
Posted by [NACHO-ARG](#) on Sun, 27 Apr 2014 22:59:44 GMT
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chek out this tutorials:

<http://renhelp.laeubi.de/tutorial-boning-vehicles.html>

<http://renhelp.laeubi.de/tutorial-how-to-cunstruct-a-renegade-vehicle.html>

<http://renhelp.laeubi.de/tutorial-vehicle-help.html>

Subject: Re: Help requested! :) - Vehicle animations
Posted by [liquidv2](#) on Mon, 28 Apr 2014 00:24:14 GMT
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boning vehicles? Unit's all over that

Subject: Re: Help requested! :) - Vehicle animations
Posted by [UnitXc](#) on Mon, 28 Apr 2014 01:49:38 GMT
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these tutorials dont tell me how to make the vehicle if i want parts to move later on.

only how to make one where everything is static.

Subject: Re: Help requested! :) - Vehicle animations
Posted by [Jerad2142](#) on Mon, 28 Apr 2014 16:51:05 GMT
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Click the animation button at the bottom of the gmax/3dsmax, then move the animation slider to the frame you want to animate, rotate/move the parts you want the way you want them.

Export with animations

Success.

Animation name would be:

ModelName.ModelName

For more complex things you export the model as "Hierarchical Model" then you export again as "Pure Animation" naming the animations what you want, each time selecting the "Hierarchical Model" as the skeleton of the "Pure Animation"

Animation Name would be:

HierarchicalModel.PureAnimation

Subject: Re: Help requested! :) - Vehicle animations
Posted by [UnitXc](#) on Mon, 28 Apr 2014 19:57:31 GMT
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so does that mean i export the model once as a "hierarchical model" without any animation as for example Gattank.w3d

and then export a second clone of the first as "Hierarchical Animated model" with the animation of the barrels spinning as like Gattank_spin.w3d

?

i wouldnt want the animation to be playing all the time.. :S how does it know when to do what..

Subject: Re: Help requested! :) - Vehicle animations
Posted by [jonwil](#) on Tue, 29 Apr 2014 00:10:59 GMT
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You need scripting to make the barrel-rotates-when-shooting work. Not sure which script is the right one for that off the top of my head but there is definatly one available in scripts 4.1.

Subject: Re: Help requested! :) - Vehicle animations
Posted by [UnitXc](#) on Tue, 29 Apr 2014 00:33:52 GMT
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some people say no scripting, others say yes scripting.

its fine needing a script, but i need to know how to rig the model so it can use the animation, then i need to know what and how to export it properly, then i need to know which script to use. and then i need to know all the fiddly bits of the script in question, what its looking for what to type in the fields, what not to type.

first, i need to know how to rig the model.

Subject: Re: Help requested! :) - Vehicle animations
Posted by [danpaul88](#) on Tue, 29 Apr 2014 07:27:07 GMT
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jonwil wrote on Tue, 29 April 2014 01:10You need scripting to make the barrel-rotates-when-shooting work. Not sure which script is the right one for that off the top of my head but there is definatly one available in scripts 4.1.

Can't he just use the fire animation on the vehicle preset? I thought that was fixed in 4.0?

Subject: Re: Help requested! :) - Vehicle animations
Posted by [Mauler](#) on Tue, 29 Apr 2014 08:29:38 GMT
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It is not.. We have tried that..

Subject: Re: Help requested! :) - Vehicle animations
Posted by [Jerad2142](#) on Tue, 29 Apr 2014 15:42:46 GMT
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Mauler wrote on Tue, 29 April 2014 02:29It is not.. We have tried that..
I had it work the other day, I just had to make Fire1Anim(or possibly just the animation) play the stopped animation.

Try LE settings like this:
Animation:
tank.stopped

Fire0Anim:
tank.fire

Fire1Anim:
tank.stopped

(Its possible that it fell apart, but I could have sworn it worked at one point during 4.0).

Subject: Re: Help requested! :) - Vehicle animations
Posted by [Gen_Blacky](#) on Tue, 29 Apr 2014 15:45:55 GMT
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yea the model just needs a 1 frame animation and it should work in le.
you can also use that raven_vehicle_animation or similar scripts.

Subject: Re: Help requested! :) - Vehicle animations
Posted by [UnitXc](#) on Tue, 29 Apr 2014 16:18:48 GMT
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well we got everything working after spending an all nighter on it.

the sad thing is that in my fatigue i just broke it again. but not before i was able to take this fraps video.

<https://www.youtube.com/watch?v=-Zn1e7qeUxY>

Subject: Re: Help requested! :) - Vehicle animations
Posted by [Mauler](#) on Tue, 29 Apr 2014 19:43:15 GMT
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Haha nice one! I'm sure you just buggered a setting.. gimme a shout IRC I can give you a hand to

fix er' up

Subject: Re: Help requested! :) - Vehicle animations
Posted by [Mauler](#) on Tue, 29 Apr 2014 19:45:04 GMT
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Jerad Gray wrote on Tue, 29 April 2014 09:42Mauler wrote on Tue, 29 April 2014 02:29It is not.. We have tried that.. I had it work the other day, I just had to make Fire1Anim(or possibly just the animation) play the stopped animation.

Try LE settings like this:
Animation:
tank.stopped

Fire0Anim:
tank.fire

Fire1Anim:
tank.stopped

(Its possible that it fell apart, but I could have sworn it worked at one point during 4.0).

Yeah we tried that but using that LE setting only gave us one frame of the animation we made for it.. so it did work just only with one frame playing and then it would stop haha..

Subject: Re: Help requested! :) - Vehicle animations
Posted by [Mauler](#) on Wed, 30 Apr 2014 00:03:33 GMT
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Gen_Blacky wrote on Tue, 29 April 2014 09:45yea the model just needs a 1 frame animation and it should work in le.

you can also use that raven_vehicle_animation or similar scripts.

Yeah we got it working using the Raven scripts... Both Primary and Secondary now have animated rotating barrels

Subject: Re: Help requested! :) - Vehicle animations
Posted by [UnitXc](#) on Thu, 01 May 2014 09:17:53 GMT
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aye and its really cool, though the animation doesnt work on FDS without some major tweaks im told.

which is unfortunate

Mauler is however debugging it and hopefully all will end well.

after that I intend to release the tanks to the public

Subject: Re: Help requested! :) - Vehicle animations
Posted by [danpaul88](#) on Thu, 01 May 2014 11:20:49 GMT
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You also have to consider that scripts run server side and thus there will always be lag between "press fire" and the animation actually happening... and ditto for stopping the animation.

Subject: Re: Help requested! :) - Vehicle animations
Posted by [Mauler](#) on Thu, 01 May 2014 17:05:51 GMT
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I've got it working. Thanks to some information from my friend roszek.. Has made it work using a unconventional method but it was successful.. As Danpaul said there will be some lag input but that is to be expected
