Subject: Maximum Animation frames
Posted by Halo38 on Sun, 10 Aug 2003 22:26:28 GMT
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I have made a 600 frame animation of moving targets for a target range that loop, I have set it up in level edit the same way as I have done many a 'staticanimphys' (like spinning fans.etc) but the animation wont play at all in game (it will do in W3D viewer)

I was thinking it could be the number of frames....... does any one know the limit?

Cheers :tellme:

Subject: Maximum Animation frames
Posted by Infinint on Sun, 10 Aug 2003 22:32:44 GMT
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i have a bigger problem, i cant get my animations to play at all, only in renx
i think there is a limmit of like 100 frames

Subject: Re: Maximum Animation frames
Posted by NeoSaber on Sun, 10 Aug 2003 22:52:39 GMT
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Halo38I have made a 600 frame animation of moving targets for a target range that loop, I have set it up in level edit the same way as I have done many a 'staticanimphys' (like spinning fans.etc) but the animation wont play at all in game (it will do in W3D viewer)

I was thinking it could be the number of frames....... does any one know the limit?

Cheers :tellme:

I don't know if there is a limit or not. I do know animations can have hundreds of frames in them. The Ion Cannon's firing animation is around 350 frames, and runs at 30 fps.

If the animation works in the W3Dviewer, then its probably something in Level Edit you got wrong.

Subject: Maximum Animation frames
Posted by Dante on Sun, 10 Aug 2003 23:05:12 GMT
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^^ what he said

Subject: Maximum Animation frames
Posted by Laser2150 on Sun, 10 Aug 2003 23:55:06 GMT
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Did you get the Name of the Animation?
You have to the animation name in Leveledit.
You might have did it but don't mind me, just checking the basic.

Subject: Maximum Animation frames
Posted by SomeRhino on Sun, 10 Aug 2003 23:59:01 GMT
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Did you make sure that you have frames 0-600 exported, instead of 0-100? I always forget to
change that when I export animations.

Subject: Maximum Animation frames
Posted by Halo38 on Mon, 11 Aug 2003 00:21:10 GMT
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Ok, from the top..... (this could help you Infinint (unless i made a mistake))

Created animation of 15 targets (works fine in gmax)

Exported as H.A.M

(optimise collision detection checked)

Frames 0 - 600

Works fine in W3D viewer

Created new temp called 'n_targets' <-- (I temped it straight of the 'tiles' sub tree)

physics type = StaticAnimPhys

modelname = correct (levels\n_targets.w3d)

is nonocoluder = checked

Collision mode = push

animation mode = loop

animation name = 'n_targets.n_targets'
-----

load up my .lvl 'n_targets' is pulled in via aggie

----

save lvl

export pkg

play mod......................

targets don't move!

shoots targets in anger

throws c4 to try to realive stress

etc.....

Cheers for the responce so far

Who's going to get the cookie.......

Subject: Maximum Animation frames
Posted by **MonkeyPhonic** on Mon, 11 Aug 2003 01:12:12 GMT
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has it got anything to do with the number of keyframes?

Subject: Maximum Animation frames
Posted by **Jaspah** on Mon, 11 Aug 2003 01:12:42 GMT
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lol.

Don't ask me. Gmax is confusing to me. :S

Subject: Maximum Animation frames
Posted by **Halo38** on Mon, 11 Aug 2003 01:24:18 GMT
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MonkeyPhonichas it got anything to do with the number of keyframes?

.... I have 270 key frames....... Dam thats alot.......

I wasn't sure how to make the targets hold still when they pop out so i made them jitter on the spot between very small co-ordinates so it looks like they are still.

could this be the problem...?

Subject: Maximum Animation frames
Posted by NeoSaber on Mon, 11 Aug 2003 05:41:53 GMT
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Once I mis-spelled the animation name and it took me three days to realize it. If that's wrong the animation won't work. That actually brings me to another point. You don't need the animation name unless you are loading the animation from a seperate file. Just leave the animation name blank if the model and animation are in the same .w3d as it appears you've done with your targets model.

Subject: Maximum Animation frames
Posted by laeubi on Mon, 11 Aug 2003 08:58:05 GMT
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Was thisproblem not solved a long while ago? I thought we have had talked about it via IM or did I rember wrong?

Subject: Maximum Animation frames
Posted by General Havoc on Mon, 11 Aug 2003 10:02:09 GMT
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Halo38
Collision mode = push

animation mode = loop

Change it to "None" and "Manual" see if that helps. I know sometimes when I've used other settings the animation wouldn't play.

Subject: Maximum Animation frames
Posted by Halo38 on Mon, 11 Aug 2003 11:39:33 GMT
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LaeubiWas thisproblem not solved a long while ago? I thought we have had talked about it via IM or did I rember wrong?

Yes, but you didn't tell me the settings I was supposed to use and i didn't see you on MSN lastnight

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Subject: Maximum Animation frames
Posted by MonkeyPhonic on Mon, 11 Aug 2003 12:07:48 GMT
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270 keyframes in a 600 frame anim? eek theats a lot. There are ways of making things stay still between movements, tho how you do it is different depending on wether it's rotational or linear movement.
pm me for my messenger name and I'll talk u through some ways of tidying up ur animation tracks

---

Subject: Maximum Animation frames
Posted by Halo38 on Mon, 11 Aug 2003 12:13:10 GMT
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General HavocHalo38
Collision mode = push

animation mode = loop

Change it to "None" and "Manual" see if that helps. I know sometimes when I've used other settings the animation wouldn't play.

No glory......

Subject: Maximum Animation frames
Posted by Halo38 on Mon, 11 Aug 2003 19:51:01 GMT
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Thanks for everyones help.

The reason it wouldn't animate was because i didn't put a ~ on the aggie

Cheers for optimising the animation MonkeyPhonic, cookie for you

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Subject: Maximum Animation frames
Posted by maytridy on Mon, 11 Aug 2003 21:23:52 GMT
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