
Subject: Long Animations=lag?

Posted by [maytridy](#) on Sat, 22 Nov 2003 15:11:01 GMT

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Would a really long animation (Like 50,000 frames) make a map lag badly?
What do you think about a 20,000 frame animation?

Subject: Long Animations=lag?

Posted by [NeoSaber](#) on Sat, 22 Nov 2003 18:08:48 GMT

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I've never done an animation so long before so I'm just guessing here.

First, I think it would depend largely on what it was for. A 20,000 frame animation of a helicopter flying around in the sky probably wouldn't cause much of a problem. A 20,000 frame rockslide that buried players alive probably would cause problems.

Also, you would have to take into account the size of the .w3d. If it got really big it could take a moment to load, which would cause the framerate to drop.

Basically, I don't think the animation itself would cause a problem. It's how it was implemented that would cause issues. I can't be sure though. The largest animation I ever worked on was around 300 frames running at 30fps.

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Posted by [maytridy](#) on Sat, 22 Nov 2003 22:54:09 GMT

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Well, it's of a plane (about 1,000 polys i think) that is non-collidable, only one texture, and it just moves up very, very slowly.

So, I think you're right...the animation won't cause lag as long as it doesn't interact much with the palyers, doesn't have multiple or blended textures, and is a relatively small .w3d.

Any other comments?

Subject: Long Animations=lag?

Posted by [YSLMuffins](#) on Thu, 27 Nov 2003 05:27:36 GMT

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I thought w3ds only supposed animations with 100 frames...my mistake then...

Subject: Long Animations=lag?

Posted by [Aircraftkiller](#) on Thu, 27 Nov 2003 06:46:19 GMT

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I've seen W3D animations over 1,200 frames before.

Subject: Long Animations=lag?

Posted by [npsmith82](#) on Thu, 27 Nov 2003 09:53:55 GMT

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There's a massive W3D animation used in C&C Generals, that i'm sure is 2000 frames or more... The one with the bridge being detonated as chinas forces are moving over it (from mission 2/3 i believe).

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Posted by [Jaspah](#) on Thu, 27 Nov 2003 14:46:08 GMT

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Well, that's generals. I think theres a big difference because your not seeing it like Renegade.

Subject: Long Animations=lag?

Posted by [Cpo64](#) on Thu, 27 Nov 2003 19:09:40 GMT

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The only lag I can forsee, would be when it is loading the w3d. But if your animation is just a bone, it should remain reltivy small, and it shouldn't be a problem

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Posted by [General Havoc](#) on Thu, 27 Nov 2003 21:31:19 GMT

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You should only be tracking an OBBOX (maybe not even that) in game so there is no problems with the lag. The only lag you could possible get is video (fps) lag if you used lots of polygons and materials. Genrally you can only cause network lag by tracking collisions.

If you was to render a collision map of a WW map you would see that it is fairly basic. You would get the main shape of the terrain then boxes around things like trees and vehicles to reduce what the game has to track. This goes for using collisions that don't need to be used (e.g. vehicle collision inside buildings) although WW did enable this for some reason.

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Posted by --oo00o00oo-- on Thu, 27 Nov 2003 21:37:25 GMT

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does RenX have motion paths or an equal to them? (i use a different 3D package so the names of some tools and attributes may be different) example: have a 200 frame animation of a character moving that repeats. then place the character on a motion path. so in the turn the character moves along the motion path just repeating the same 200 frames. so you wouldnt need to animate a character running all the way around the field, only a loop that is repeated.

Subject: Long Animations=lag?

Posted by [maytridy](#) on Mon, 01 Dec 2003 19:32:53 GMT

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Good idea.....I just don't know how to do that.

I know 3ds has that.

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Posted by [Cpo64](#) on Tue, 02 Dec 2003 06:35:44 GMT

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If you set it up in LE so that it repeats it will

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Posted by [maytridy](#) on Tue, 02 Dec 2003 19:33:57 GMT

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And how do I do that?
