Subject: Vehicle door animation script idea
Posted by Deactivated on Thu, 19 Aug 2004 11:06:16 GMT
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JFW_Set_Animation_On_Custom_2 (starts an animation when a custom is sent, plays the animation again when it receives another custom and plays a sound whenever it receives a custom)

Animation (the animation to use e.g. V_HUMVEE.V_HUMVEE)
Loop (whether to loop or not, 0 = not loop, 1 = loop)
Subobject (the subobject to use for this animation, a value of 0 will mean "no subobject")
Message (message to listen for)
Message2 (2nd message to listen for)
Sound
FirstFrame (frame to start animating at, 0 means first frame, -1 means "current frame")
LastFrame (frame to go to, -1 means "end of animation")
Blended (some value for blended animation, only applies to Solders))

Subject: Vehicle door animation script idea
Posted by icedog90 on Thu, 19 Aug 2004 21:56:43 GMT
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I was wondering if it was be possible to make vehicle doors animate and show a player getting in the vehicle. This should be tested out.

Subject: Vehicle door animation script idea
Posted by jd422032101 on Fri, 20 Aug 2004 00:14:37 GMT
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that will be cool

Subject: Vehicle door animation script idea
Posted by NeoX on Fri, 20 Aug 2004 00:35:44 GMT
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I like it.

Subject: Vehicle door animation script idea
Posted by Shappy on Fri, 20 Aug 2004 05:50:30 GMT
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I'm looking forward for the Tests Results

Goodluck!

Subject: Vehicle door animation script idea
Posted by Deactivated on Fri, 20 Aug 2004 10:24:33 GMT
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icedog90I was wondering if it was be possible to make vehicle doors animate and show a player getting in the vehicle. This should be tested out.

As far I know, player enter animation can't be done, though things might have changed since the introduction of BHS.dll.

A short video clip of Humvee doors opening and closing using the JFW_Set_Animation_On_Custom script:
http://www.cannis.net/yuri/files/Humvee_Door_Anim.zip

Subject: Vehicle door animation script idea
Posted by Blazea58 on Fri, 20 Aug 2004 10:42:26 GMT
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A short video clip of Humvee doors opening and closing using the JFW_Set_Animation_On_Custom script:
http://www.cannis.net/yuri/files/Humvee_Door_Anim.zip[/quote]

Thats actually quite nice, i see that with fine tuning that could have pretty good results.

Other then the fact they open and close once you get in , maybe you could fine tune that so instead the window goes down all the way or something differnt

---

Subject: Vehicle door animation script idea
Posted by Shappy on Fri, 20 Aug 2004 10:46:21 GMT
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well, looks like the Amination is Succeding! very nice.

Subject: Vehicle door animation script idea
Posted by Deactivated on Fri, 20 Aug 2004 11:03:29 GMT
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Other similar ideas:

Set_Animation_On_Custom_Sticky

Works like JFW_Set_Animation_On_Custom, but it repeats the last frame when it receives Custom, and the first frame when it receives Custom 2.

This could be useful things like animating aircraft landing gears.
Eg. You enter an Harrier aircraft, and the landing gears move inside the body

Not related:
Quote:EnableStealthOnCustom_Sound
Enables stealth on custom (eg. vehicle enter) and disables stealth on another custom (eg. vehicle exit). Plays a sound whenever it receives a custom.

Differences with the standard preset stealth setting;
Eg.
-Stealth effect is applied only when somebody is in the vehicle.
-The cloaking sound can be seperate from the engine start/stop sound.

Blazea58
Other then the fact they open and close once you get in , maybe you could fine tune that so instead the window goes down all the way or something differnt

Yeah, but windows sliding up and down every time you enter the vehicle would look stupid. That's why we need the Sticky script.

Subject: Vehicle door animation script idea
Posted by Pendullum on Fri, 20 Aug 2004 11:43:04 GMT
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Im impressed nice one

Subject: Vehicle door animation script idea
Posted by Everyone on Sat, 21 Aug 2004 00:16:29 GMT
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Nice job Seaman, but why didn't you also post it on commando's website.

Subject: Vehicle door animation script idea
Posted by icedog90 on Sat, 21 Aug 2004 04:45:01 GMT
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Hehe, I saw that 120 fps.

Subject: Vehicle door animation script idea
Posted by Deactivated on Sat, 21 Aug 2004 07:53:02 GMT
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Hey jonwil, are you adding those scripts I suggested?

Subject: Vehicle door animation script idea
Posted by Spice on Sat, 21 Aug 2004 07:54:52 GMT
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Wow that actually looks better than I pictured. The animation could go a little but slower. Good Job.

Subject: Vehicle door animation script idea
Posted by htmlgod on Sat, 21 Aug 2004 13:40:15 GMT
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I think its entirely possible. Since the player being in the vehicle is really just a modified model of the character corresponding to the player's character in a seated position, it couldn't be that hard to have that same character model run a quick one-time animation for getting into the vehicle.

Subject: Vehicle door animation script idea
Posted by icedog90 on Sat, 21 Aug 2004 17:31:44 GMT
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Exactly, that's why it should be tested, not denied.

Subject: Vehicle door animation script idea
Posted by Deactivated on Sat, 21 Aug 2004 17:57:04 GMT
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icedog90Hehe, I saw that 120 fps.

Yeah, my comp runs pretty fast on 800x600. On 1024x786 it drops to avarage 50 FPS.

Subject: Vehicle door animation script idea
Posted by icedog90 on Sat, 21 Aug 2004 18:39:36 GMT
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SeaManicedog90Hehe, I saw that 120 fps.

Yeah, my comp runs pretty fast on 800x600. On 1024x786 it drops to avarage 50 FPS.

http://www.n00bstories.com/image.view.php?id=1018230344

Subject: Vehicle door animation script idea
Posted by jd422032101 on Sat, 21 Aug 2004 19:25:01 GMT
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mine around 61 to 80 at most "D

Subject: Vehicle door animation script idea
Posted by Havoc 89 on Sat, 21 Aug 2004 21:17:04 GMT
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Interesting... all you need is animation of the character getting in and than its kinda like halo

well anyways, no offence you guys have crappy computers... i can run 1600x1200 at 40=60 FPS full detail, aswell as anti-alising.

Subject: Vehicle door animation script idea
Posted by jonwil on Sat, 21 Aug 2004 22:17:26 GMT
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When I do 2.0, I will consider these.

Subject: Vehicle door animation script idea
Posted by icedog90 on Sun, 22 Aug 2004 00:39:28 GMT
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Havoc 89Interesting... all you need is animation of the character getting in and than its kinda like halo

well anyways, no offence you guys have crappy computers... i can run 1600x1200 at 40=60 FPS full detail, aswell as anti-alising.

You having a faster computer than ours doesn't really mean we have crappy computers. Think before you speak. Besides, I'm happy with my 120 fps.

Subject: Vehicle door animation script idea
Posted by htmlgod on Sun, 22 Aug 2004 02:23:18 GMT

Havoc89: What you need to take into consideration is that this movie clip wasn't made to be like incredibly good looking. That would have been a huge download, and not nearly worth it for a quick animation. No one needs like 1280x1024 to see something like this. Better to make it as small as possible while still able to clearly see the animtion clearly.

Subject: Vehicle door animation script idea
Posted by Havoc 89 on Sun, 22 Aug 2004 02:41:58 GMT

i never said anything like that did i? i just said most of you have "crappy" computers. (well compared to mine atleast)

and just so you know that is my Humvee.

Subject: Vehicle door animation script idea
Posted by NeoX on Sun, 22 Aug 2004 04:10:29 GMT

AWESOME!

Subject: Vehicle door animation script idea
Posted by icedog90 on Sun, 22 Aug 2004 06:22:02 GMT

Havoc 89i never said anything like that did i? i just said most of you have "crappy" computers. (well compared to mine atleast)

and just so you know that is my Humvee.

If you honestly believe your computer is the universe, which I highly doubt unless you have A LOT of money to pay for it, state your system information.

BTW, if you made that humvee, it sure does need a lot work. Seeing a close up picture of it before, the textures were stretched and deformed badly and it's not very accurate.

Subject: Vehicle door animation script idea
Posted by Havoc 89 on Sun, 22 Aug 2004 17:47:45 GMT

icedog90Havoc 89i never said anything like that did i? i just said most of you have "crappy"

---

computers. (well compared to mine atleast)

and just so you know that is my Humvee.

If you honestly believe your computer is the universe, which I highly doubt unless you have A LOT of money to pay for it, state your system information.

BTW, if you made that humvee, it sure does need a lot work. Seeing a close up picture of it before, the textures were stretched and deformed badly and it's not very accurate.

Would you just SHUT THE HELL UP! All i freaking said is thats most of your computers specs are pretty low compared to mine... I NEVER said my computer is the best.

Try to understand what the guy is saying before you post bullshit!

I modeled the Humvee i did not unwrap or texturize it!

Subject: Vehicle door animation script idea
Posted by htmlgod on Sun, 22 Aug 2004 18:56:11 GMT
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Lets hijack this thread into a computer specs thread!

Processor: 2.26 Ghz P4, 512kb cache, with a Zalman CNPS7000A fan/heatsink assembly

Graphics Card: ATI Radeon 9800 Pro 256 MB Cache, with an Arctic VGA Silenced cooler

Motherboard: Intel D865DBF (800-Mhz System Bus, SATA 150 HDD Support, Dual-Channel DDR400/333/266 SDRAM Memory support, onboard 64mb NVIDIA GeForce4 Ti 4200 with TV Out [backup gfx card])

RAM: 4 sticks of 256 Mb dual-paging DDR400 (For a total of 1 Gb)

HDD: 80Gb, 200Gb, + 200 Gb Flash drive (for backups)

Drives: CD/DVD, CD-RW, Floppy, Zip Drive

My processor isn't THE fastest available, nor is my Graphics card, but my impeccable cooling allow for overclocking to make up for the difference.

Subject: Vehicle door animation script idea
Posted by Renardin6 on Tue, 24 Aug 2004 09:50:21 GMT
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MB : Asus A7n8x Deluxe-E

Ram : DDR400 (1024 mb)
Hard disk : 120 GB Serial ATA
Graphic card : Geforce 6800 GT 256 DDR3
Chipset : Nvidia Nforce-2
Sound : Nvidia Soundstorm 6.1
Screen : 19 inch Lyiama (trinitron)
Speakers : a '750 euros Hi-Fi system' (185 watt RMS)
Fan : one zalman for processor and another for the tower (Q-tec I think)
tower : HQ-45 Aopen
Processor : AMD BARTON 3200+ XP
CDROM : DVD-RW + DVD combo CDRW
Keyboard : Logitech black office keybord
Mouse : Microsoft intelli mouse optical

-> result : pwnage with all (even far cry or doom 3)

Subject: Vehicle door animation script idea
Posted by icedog90 on Wed, 25 Aug 2004 02:58:18 GMT
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Havoc 89Would you just SHUT THE HELL UP! All i freaking said is thats most of your computers specs are pretty low compared to mine... I NEVER said my computer is the best.

Uh, no? Maybe you don't pay attention to what you say yourself? And how can you tell your computer is better than ALL of ours if you haven't even seen our specifications? Post your specifications.

Anywho,

CPU: AMD Athlon XP 2600+ 2.1ghz

Video card: Geforce FX 5600XT 256MB

Memory: 512MB DDR PC2700

Hard drive: 80GB Western Digital, 8MB Cache, 7200 RPM

Motherboard: MSI K7N2 Delta-L nForce2 Chipset

Sound card: AC97 onboard audio

Subject: Vehicle door animation script idea
Posted by tooncy on Wed, 25 Aug 2004 20:03:10 GMT
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1GP Earthnet port
128 MB ATI Radeon PCI Express X800 SE
7200 RPM 80 GB Serial ATA HD
3.0GHZ Intel P4 Processor with HT Tech
Two 256MB Sticks of DDR2 RAM PCM 3200 (Expandable to 4GB)
External DVD-RW +/- Drive (Still has to be hooked up)
Internal CD-RW Drive
Internal CD ROM Drive
Standard issue Dell Mouse Standard issue
Logitech Z-640 5.1 Surroundsound speaker set
19" Micron Electronics Trinton moniter (18" Viewable)

Subject: Vehicle door animation script idea
Posted by Havoc 89 on Wed, 25 Aug 2004 23:48:47 GMT
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icedog90Havoc 89Would you just SHUT THE HELL UP! All i freaking said is thats most of your computers specs are pretty low compared to mine... I NEVER said my computer is the best.

Uh, no? Maybe you don't pay attention to what you say yourself? And how can you tell your computer is better than ALL of ours if you haven't even seen our specifications? Post your specifications.

Anywho,

CPU: AMD Athlon XP 2600+ 2.1ghz

Video card: Geforce FX 5600XT 256M

Memory: 512MB DDR PC2700

Hard drive: 80GB Western Digital, 8MB Cache, 7200 RPM

Motherboard: MSI K7N2 Delta-L nForce2 Chipset

Sound card: AC97 onboard audio

Because you guys are having such low FPS at such low Resolutions.

Would you guys please go back to the topic? I am not tring to start a flame war... You guys are just sad... you all think about is flame wars... so sad...

Subject: Vehicle door animation script idea
Posted by htmlgod on Thu, 26 Aug 2004 00:12:06 GMT

Well, if not flaming, then I honestly do not know what you've got in mind when you say something like "you guys have crappy computers," particularly to a bunch of gamers and modders, who have notable pride in their hardware. Besides, everyone knows that recording in-game videos can take a good chunk out of the FPS, so you probably shouldn't make your judgement on all of our computers based on the recorded FPS of one of us, who was at the time recording digital video.

Subject: Vehicle door animation script idea
Posted by Havoc 89 on Thu, 26 Aug 2004 00:39:10 GMT

Ok first of all, i never said anything about the video...

secondly, You guys took what i said the wronge way. I am sorry if you got offended even tho i said no offence...

No one said FPS in the video is bad, people said their fps that they get ingame at specific settings. I just commented on what was said. I never said the pcs you guys own are shit, just because i said its crappy doesnt mean i said my pc is better than any you can own. I honestly think my pc is crappy.

I can understand why this community flames alot. People either takes some things the wronge way or lose their temper real quick.

btw... im sorry if you guys got offended by what i just said.

Subject: Vehicle door animation script idea
Posted by PermaGrin on Thu, 26 Aug 2004 00:44:48 GMT

LOL....my daddy can beat up your daddy.

Ok now chill out. Pathetic bickering is spreading.

Subject: Vehicle door animation script idea
Posted by Havoc 89 on Thu, 26 Aug 2004 03:42:49 GMT

Quote:LOL....my daddy can beat up your daddy.
Oh yeah! well... Ahh im just joking

Subject: Vehicle door animation script idea
Posted by icedog90 on Thu, 26 Aug 2004 04:42:31 GMT
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Havoc 89Because you guys are having such low FPS at such low Resolutions.

Uh, getting 120 FPS on 1024x768 resolution on full detail is not low FPS, trust me. Saying
useless shit like that is how you start flame wars, my friend.

I'm still waiting for your computer's specifications.

Subject: Vehicle door animation script idea
Posted by Havoc 89 on Thu, 26 Aug 2004 04:59:21 GMT
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did you read anything i wrote? Because i dont think you did.

the fps you just mentioned is from the movie, and guess what i wrote before! I never said anything
negetive about it! Learn to read! or if you know how to, than read before you write stupid things
like that.

Subject: Vehicle door animation script idea
Posted by icedog90 on Thu, 26 Aug 2004 06:05:03 GMT
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How can I not know what you said if I quoted it RIGHT THERE IN YOUR GOD DAMN FUCKING
FACE AND RESPONDED TO IT. That FPS isn't from THE MOVIE, it's from MY COMPUTER.

GROW A FUCKING BRAIN.

Subject: Vehicle door animation script idea
Posted by Havoc 89 on Thu, 26 Aug 2004 06:16:26 GMT
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You may of read it but not properly!

and wooped di doo for you! like i even give a damn.

Subject: Vehicle door animation script idea
Posted by icedog90 on Thu, 26 Aug 2004 06:19:13 GMT
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The only thing you can argue back with is "LOLZ UZ C4NT RAED."

How original.

Havoc 89Because you guys are having such low FPS at such low Resolutions.

Which is not true at all. And all you can reply back with is that I can't read.   :rolleyes:

Subject: Vehicle door animation script idea
Posted by Spice on Thu, 26 Aug 2004 06:27:24 GMT
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Havoc 89wooped di doo for you! like i even give a damn.

Subject: Vehicle door animation script idea
Posted by Havoc 89 on Thu, 26 Aug 2004 06:50:32 GMT
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Look buddy, you say whatever the hell you want and believe whatever the hell you want to believe, but the sad truth is, you continue to flame even after i apologized, when i shouldnt have to. I dont really care what you think of me. Your just another one of those people who cant agree or accpect the truth. Here you are offended when i said crappy... yet here you are again, cussing like crazy and im just tring to end this friggin argument. You can hate me all you want but all i ask is that we both apologize and end this thing... I got much more important things to do than argue with people about some stupid game...

ADD: @EXDeath7:

You cant tell me what to do buddy, I am in control of my own life, and you cant do anything about that. Just stop flaming please!

Subject: Vehicle door animation script idea
Posted by icedog90 on Thu, 26 Aug 2004 06:55:03 GMT
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Lol. You crack me up. You can't resist making up 90% of what you post about me.

I showed you my proof of what you said, you still refuse the obvious. You can either reply and make an ass of yourself again, or you can not say anything at all and relieve yourself from looking more like a dumbass.

Subject: Vehicle door animation script idea
Posted by Havoc 89 on Thu, 26 Aug 2004 07:01:12 GMT
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Proof of what? what the hell are you tring to prove? that i said "Because you guys are having such low FPS at such low Resolutions."? i know i said that i never said i didnt. All you are tring to prove is something i already know.

Subject: Vehicle door animation script idea
Posted by icedog90 on Thu, 26 Aug 2004 07:03:40 GMT
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Havoc 89did you read anything i wrote? Because i dont think you did.

the fps you just mentioned is from the movie, and guess what i wrote before! I never said anything negetive about it! Learn to read! or if you know how to, than read before you write stupid things like that.

That's where I proved you wrong. Congratulations on making an ass of yourself.

Subject: Vehicle door animation script idea
Posted by Havoc 89 on Thu, 26 Aug 2004 07:11:40 GMT
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your not making any sence at all you know that? First your tring to prove:

Because you guys are having such low FPS at such low Resolutions

And now your suddenly saying:

Quote:did you read anything i wrote? Because i dont think you did.

the fps you just mentioned is from the movie, and guess what i wrote before! I never said anything negetive about it! Learn to read! or if you know how to, than read before you write stupid things like that

At first you quoted "Because you guys are having such low FPS at such low Resolutions" twice and at the second time you even underline and bold it... and now suddenly you change what your tring to prove. Nice Brain you got there dumbass... way to prove your self a moron!

Subject: Vehicle door animation script idea
Posted by icedog90 on Thu, 26 Aug 2004 07:18:20 GMT
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If your memory wasn't so dis-oriented then you would realize that way at the top I asked why you think your computer is so high above ours before you saw our system specifications. You said that it was because our computers have such low FPS at such low resolutions. For one thing, you only saw the FPS in the movie, which was not low at all, 120 FPS is not low FPS for 800x640 resolution. And another thing, I get around 120 FPS on 1024x768 resolution in sniper games. That is definitely not fucking low.

You lack serious knowledge.

icedog90GROW A FUCKING BRAIN.

Subject: Vehicle door animation script idea
Posted by Havoc 89 on Thu, 26 Aug 2004 07:41:34 GMT
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Tell me... when did i say my pc is the best? My pc acturally is half decent, if you want to know, and i have 1gb of ram, 2.26ghz proccessor, ATI X800 XT Pro, 2 80gb hard drives thats enough space. There arnt many computers with that kinda specs.

kaboomer23mine around 61 to 80 at most "D

well would you look at that? i dont think the fps mentioned on the movie is the only one is it? Read all the replys before you say something. Getting 120 FPS at 1024x786 is pretty good if you can run games like Doom 3, HL2, but games like ren... waht is so hard with that? Its not hard at all, and I never said having 120 FPS at that resolution is low did I?

Subject: Vehicle door animation script idea
Posted by Sir Kane on Thu, 26 Aug 2004 07:56:58 GMT
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I get upto 200 FPS with 1280x1024x32. And that's with a 9800xt + 1GB DDR 400 running in dual channel mode.

Subject: Vehicle door animation script idea
Posted by icedog90 on Thu, 26 Aug 2004 18:05:15 GMT
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Maybe I did read? You said most of our computers were crappy compared to yours, which is close to your computer being ultimate. Even 60 - 80 FPS isn't low. I hope you know that anything above 70 FPS you can't really tell the difference, so why are you making a great big deal about it?

Revive the part I said your PC was the best.

Subject: Vehicle door animation script idea
Posted by PhrozenUnit on Thu, 26 Aug 2004 19:08:03 GMT
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My is crappy, and I know the bottleneck too.

Vid Card = GFX 5200
HDD = Dual 120gb
Ram = 2gb PC1333
Proccessor = P3 800mhz EB, Overclocked to hell (1.2ghz)
I get a "decent" FPS in renegade, 27-30FPS on 640X480 Low everything.

Subject: Vehicle door animation script idea
Posted by Havoc 89 on Thu, 26 Aug 2004 20:55:25 GMT
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Yeah i know 60-80 FPS is very good, you would barly notice a difference with that kinda FPS to 120 FPS. 60-80 is very smooth. You do make a good point about that. But i never intended to say my PC owns, i think i kinda said that cuz it was like 5am in the morning prolly couldnt think straight. So sorry about all those arguements, Im feeling fresh now, and kinda feel stupid for saying all that crap.

Subject: Vehicle door animation script idea
Posted by Doitle on Fri, 27 Aug 2004 00:27:15 GMT
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He he... Back in my day we got 12fps if we were lucky, and we were happy with that!

Sigh I remember back when I used to play Renegade on my Compaq Presario with a 10gb HD, a 400mhz AMD K6-2, a 4mb ATI Rage LT Pro... 12fps when hosting alone, LAN... lol. I even had to install a new set of drivers everytime I wanted to play just to get Renegade to start, but I had to uninstall them whenever I was done cause they screwed the whole rest of the computer up. Good times... Good times... Wait a minute no they weren't those were terrible times... Ahh well I dunno where I'm going with this lol so...

/me <3 his Ti4600.

Subject: Vehicle door animation script idea
Posted by YSLMuffins on Fri, 27 Aug 2004 01:53:24 GMT
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lol, poor Doitle

I remember when I kept overclocking my Geforce 2 MX to get higher FPS in Renegade, but it

didn't do much because of my slow 600 mhz CPU. Ironically, the successor of my Geforce 2, the Geforce 4 Ti4200 (which was not overclocked at all), died before the Geforce 2 (even with all that overclocking) and the Geforce 2 still works.

Subject: Vehicle door animation script idea
Posted by Doitle on Fri, 27 Aug 2004 02:08:17 GMT
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Quote:lol, poor Doitle

lol

Can you beleive I paid 1900$ for that system?

I've never tried overclocking my Ti cause I am protective of it. It is like the bald foreign guy in the skittles commercial, and I am the giant bird. lol I did try overclocking that ATI Rage though, didn't improve anything... Prolly cause the clock speed was like 2mhz, and a MAJOR overclock would be to like 6mhz... lol

---

Subject: Vehicle door animation script idea
Posted by icedog90 on Fri, 27 Aug 2004 04:04:54 GMT
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You played Renegade on a 4mb card? O_O didn't know that was possible.

It's ok, Havoc 89. I ended up staying up late two hours more from that arguement, lol.

Subject: Vehicle door animation script idea
Posted by Deactivated on Fri, 27 Aug 2004 10:39:03 GMT
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........and everyone lived happily till their end.

THE END